

Tron 3D – Assembly Project

Aditya, Vignesh and Janardhan

Game Description

TRON is a game where there are two bikers driving in an arena, one is the user and the other is the AI player. As a player moves, the path traced by the player gets marked as visited. A player who hits a position that has been marked already loses. So the objective of the game is to trap the opponent and to survive for the maximum time in the arena. In our implementation of tron, we are having a 3D arena.

Features

The game is played in first person view. The user gets to see the arena as how it will appear to an actual person. We have made the view 3D so as to make it more realistic. Perspective calculations are used to project the arena in 3D space. The arena has a grid on it so as to bring the feel of movement as the player drives on. While turning, the arena rotates so as to bring the imagery of an actual turn.

Upon end of the game a replay feature has been provided. Since the game was played from the user view, now in the replay we have provided functionality for seeing the replay from user view or the AI player view. A pause game feature has also been implemented.

User Instructions

From the start screen, press any key to begin. Use 'a' and 'd' for turning left and right respectively while in the game. Hitting the space bar will pause the game. When the game is over, 'r' is pressed for replay, 'n' for new game and 'q' for quitting. If replay has been selected, then choose '0' for user view and '1' for AI player view.

Happy Playing!