qIQ

by:

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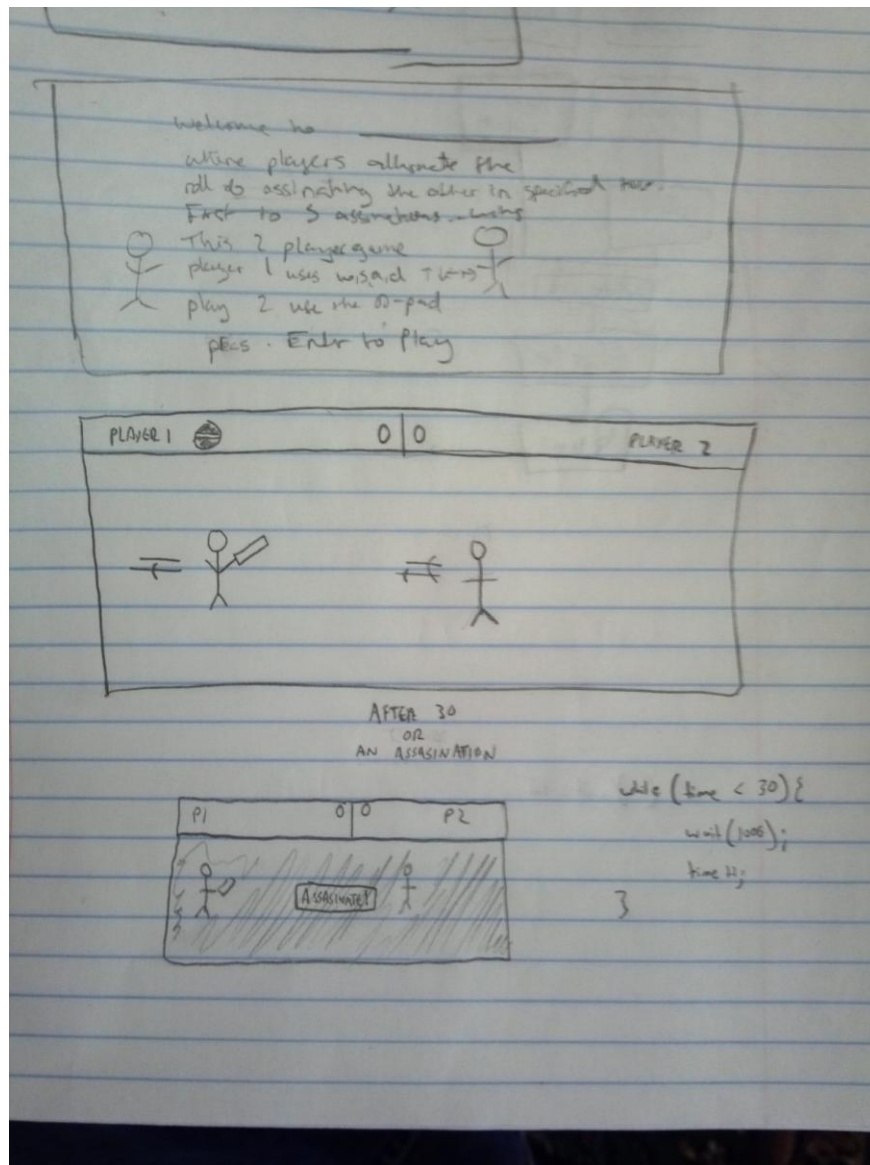
Overview:

This game is a classic tag game where the players alternate the role of the tagger and the tagger is given a certain amount of time to tag the other player. A point is awarded to a player who is successful in tagging the other player within the time limit (20 seconds). The first to 5 tags wins! This game will be implemented using the Jack language.

Scenarios:

Yong and his programming date La'Taniana'Bo'Vanashrianiqualiquanice (Courtney for short) are arguing in Klingon about who has more courage: The Cowardly Lion or Courage the Cowardly Dog. Since neither one is willing to concede they decide to settle it over a game of qIQ. So they go to the nearest Linux lab in Brown, which low-and-behold, is not yet functional. So instead, Yong whips out his PC and Courtney takes out her Mac. As they wait for Yong's computer to boot up, they take sips of their Orange Julius and Jamba Juice to quench their thirst after a long journey to the lab. 11_2 hours later, THE EPIC BATTLE BEGINS. As this saga unfolds, Courtney ties up the score at 4. Yong immediately goes for the attack, but Courtney continuously dodges displaying her masterful skill. With time winding down, Yong corners Courtney and goes for the strike. Yong jumps up and starts to do the Victor Cruz salsa dance not realizing that time has expired. With the players switching roles, Courtney immediately goes for the kill and wins the battle. Yong is defeated and goes "wee wee wee" all the way home to eat his humble pie.

Keith is sitting alone in his apartment on a Friday night while his "friends" are out having fun without him since they wanted to get into the club this time. Keith (not realizing that qiQ is a two player game) decides to play a game by himself. After playing 11_8 rounds, Keith starts to wonder if there is an easier difficulty since he cannot figure out how to finish the game. A few days later, Keith pays someone to play against him. Sadly for Keith, his mother won every game.

welcome to _____

where players alternate the
roll to assassinating the other in specified time.
First to 5 assassinations wins
This 2 player game
player 1 uses wasd + space
play 2 use the arrow-pad
pics. Entr to play

PLAYER 1   0 | 0   PLAYER 2

AFTER 30
OR
AN ASSASINATION

P1   0 | 0   P2

ASSASINATE!

```
while (time < 30) {
    wait (1000);
    time ++;
}
```

Game Over!

PLAYER 1 WINS!!!

Flow Chart

```
                    ┌─────────────────────┐
                    │    Start Screen      │
                    └─────────────────────┘
                              │
                    ┌─────────────────────┐
                    │    Game Screen       │
                    └─────────────────────┘
                    │                     │
        ┌───────────────────┐   ┌───────────────────────┐
        │   Draw Players     │   │  Heading: Name, Score  │
        └───────────────────┘   └───────────────────────┘
        ┌───────────────────┐   ┌───────────────────────┐
        │   Move Players     │   │  Random Player Switch  │
        └───────────────────┘   └───────────────────────┘
        ┌───────────────────┐
        │    Collisions      │
        └───────────────────┘
                    ┌─────────────────────┐
                    │    Update Score      │
                    └─────────────────────┘
                    ┌─────────────────────┐
                    │   Reset with Invert  │
                    └─────────────────────┘
                    ┌─────────────────────┐
                    │     'Q' to quit      │
                    └─────────────────────┘
```
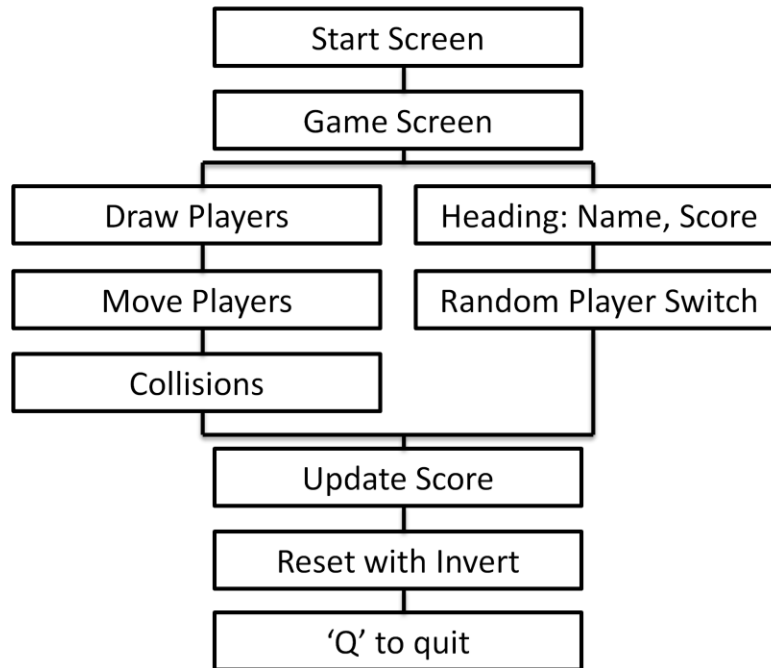
Start Screen

The start screen will warmly welcome the players to the game. This screen will feature the objective of the game as well as the individual controls for each player. A simple "Press Enter to Play" will be displayed at the bottom of the screen informing the players on how to start the game. If time permits, two pictures will be displayed on either side of the screen: one of the assassin and the other the hunted.

Game Screen

The game screen will be the screen the players see as the game is being played. At the top of the screen, there will be a bar displayed across the length of the screen with the players' names and their respective scores. This bar will also indicate which player is the assassin by showing a simple picture of a hooded face composed of a circle and rectangle. The rest of the screen will be the valid play area in which the players will take turns "assassinating" each other. The background will be white and if time permits, will be inverted to black when player 2 becomes the assassin. This will serve as a better reminder as to which player is the assassin.

The players in the player area will be composed of circles, lines, and squares (much like a stick figure). In the hand of the assassin will be an extra shape indicating the weapon. If time permits, the player with the weapon will switch hands depending on which direction the player is moving to better animate the game.

End Screen

This screen will display the winner of the game and exit out of the game once a key is pressed.