

[cs1600]

T-Rex Game



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Our project reimagines Google Chrome's iconic offline dinosaur T-Rex game into an engaging 2-player experience.

The game is designed to foster collaboration and quick reflexes, with one player generating obstacles and the other controlling the T-Rex.

Game Mechanics

- The game screen is rendered in software, displaying the T-Rex and approaching obstacles.
- Player 2 must navigate the T-Rex through oncoming challenges by making the right decisions—jumping, ducking, or staying still—to avoid collisions and advance.
- A wrong move ends the game, adding excitement and requiring precise timing.

Player Roles & Controls

- Player 1: Generates obstacles using a joystick, with up creating a bird and down creating cacti, influencing the pace and challenge of the game. Also can restart the game after “game over” by pressing the joystick.
- Player 2: Controls the T-Rex using sound (e.g., claps or noise) to make it jump, the joystick (down) to duck, and pressing the joystick to pause the game.