

# Fire Bird

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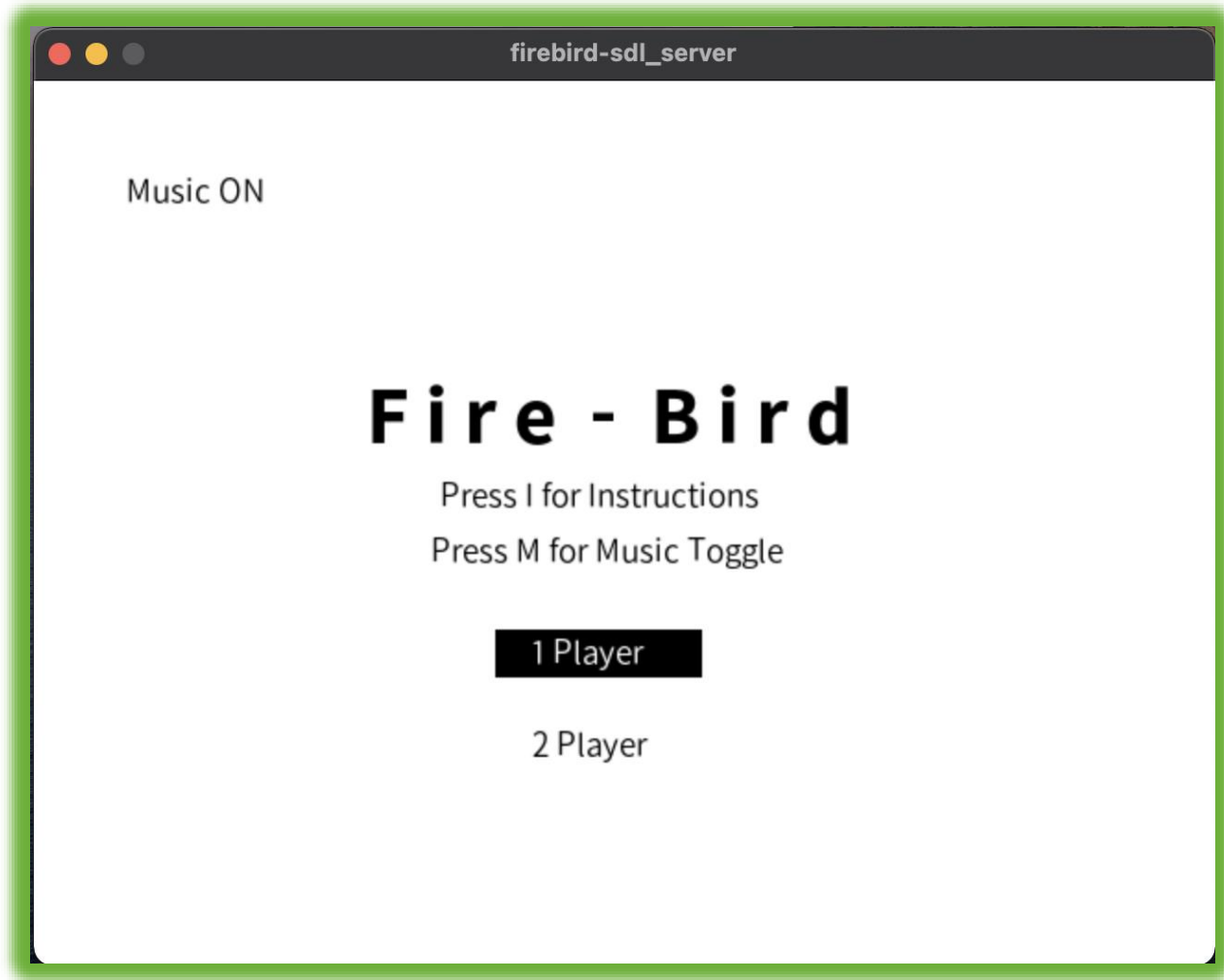




This is how the start page of the game looks, there are two modes in which you can start the game by passing argument while running the executable.

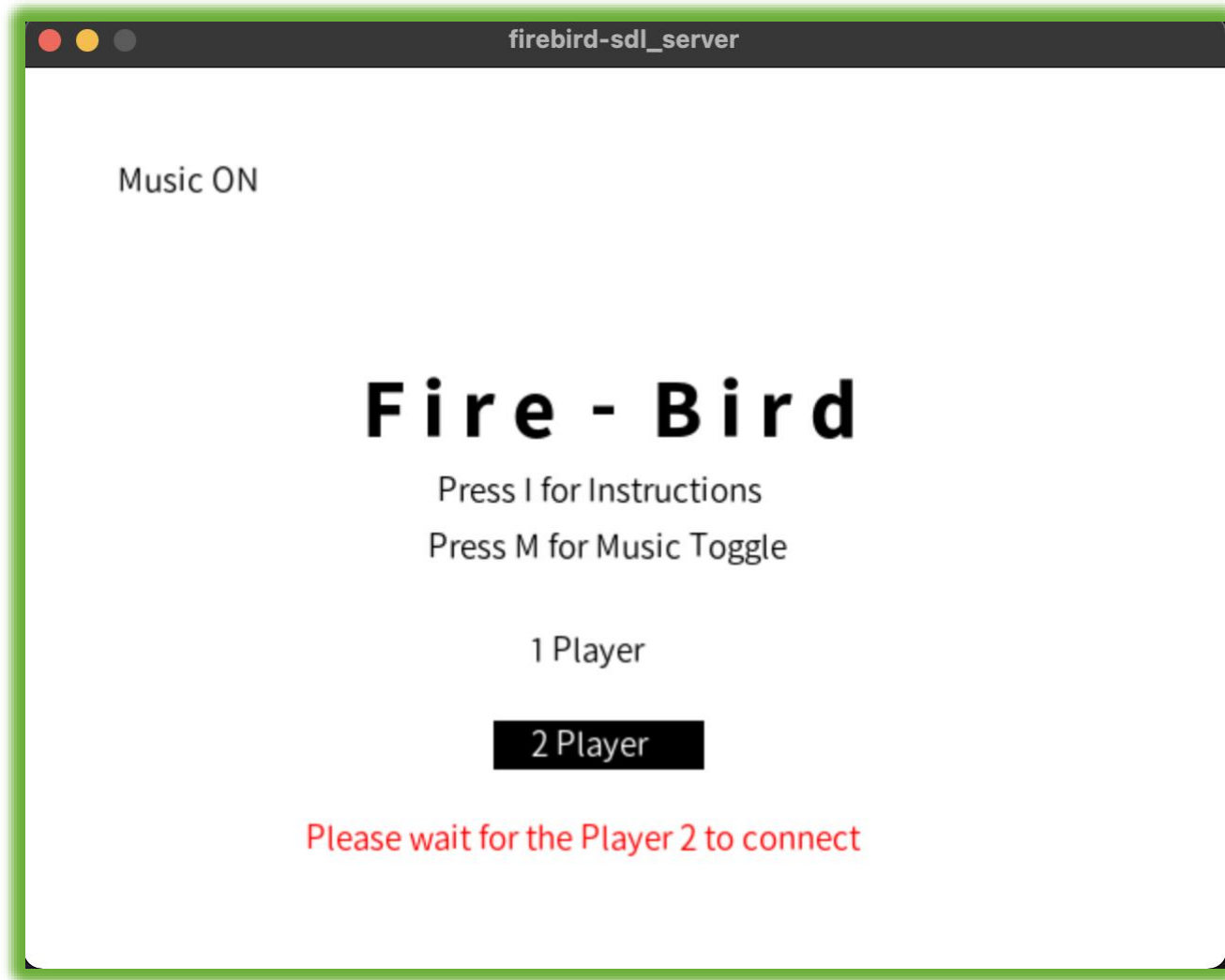
The two modes are :

- Server : Hosts the game and send some one-sided info like maze structure and enemy position and handles player 1
- Client : Receives information and handles player 2 in case of a multiplayer game

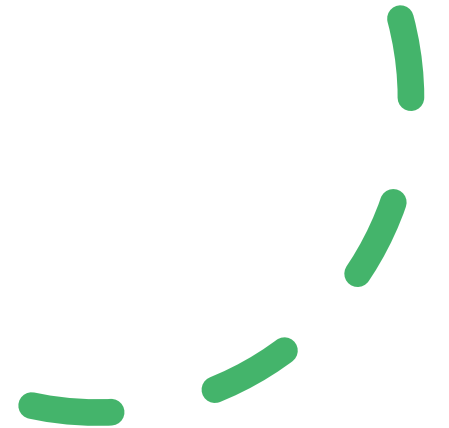


On pressing Space on the previous screen you would see the self-explanatory menu page.

- Pressing M key would toggle the music option shown on the top left corner.
- Pressing I key would open instruction page.
- Use Up-down key to change and space key to select between single player and multiplayer mode.



On selecting two player mode as the server/player 1 you would receive a message to wait until the client/player 2 connects. On connecting it will automatically start the game.



# Game Instructions

## Keys

- > Use up, down, left, right arrow keys to move.
- > Use Left-Shift to shoot Enemies or Other Player.
- > Use space to pause the Game.

## Scoring Criteria

- > Eating food = 10 points & Firing a bullet = -10 points
- > Killing or Shooting Enemy or Other Player = 100 points.

## Special Power

- > Eating Apple makes you Immune to enemies for some time.

## Winning Criteria

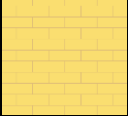





- > The player with highest score at end of game wins.

Press 'I' Key to Return

On pressing I key on the main menu option the window would transfer to the Instruction page which has all the details about the game.

On pressing I key here you would return back to the menu page.

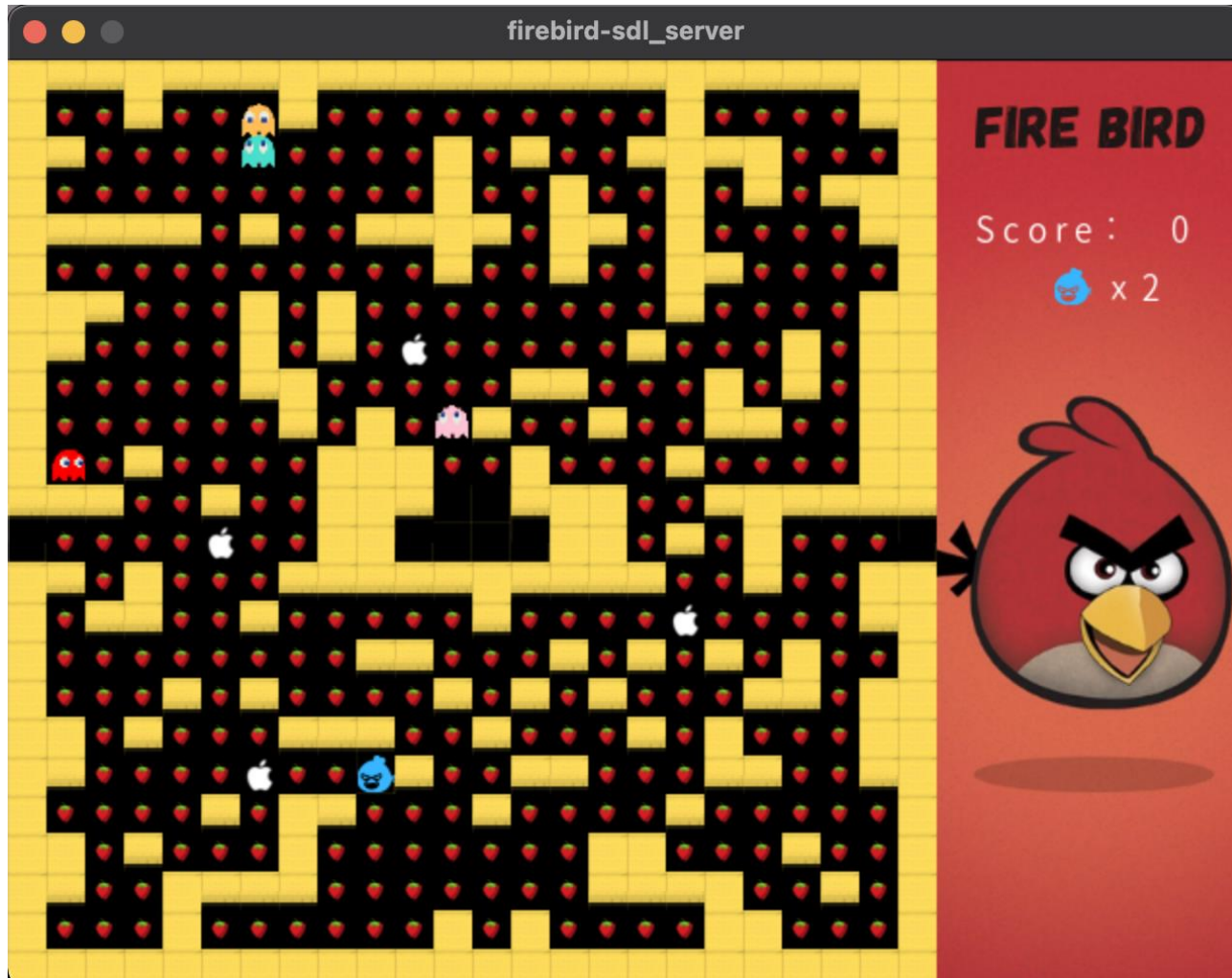
# Maze and Characters

Block	Description
	Represents wall in the game and is impenetrable to players, enemies or bullets.
	Player 1 in the game.
	Player 2 in the game.
	Power food which provides immunity to players against enemies.
	4 such Enemies
	Bullets fired by players.



# Special Features

- Middle left and right corner of the game are interconnected and player entering the left **wrap** would emerge from the right wrap and vice-versa
- **Bullets** can kill enemies and other player.
- On being hit an enemy goes back to its home and gets **respawned**. During this going back it will not kill the player on coming in contact.
- **Random maze** will be created each time on playing the game so that the players don't get used to the same maze.
- Each action on the game is characterized by a special **music effect**.
- If one player uses the **pause option** the game gets paused for the other player too.
- The two games are completely **synchronized** in all aspects.
- The travelling speed of enemies increases with subsequent levels thereby increasing its difficulty.

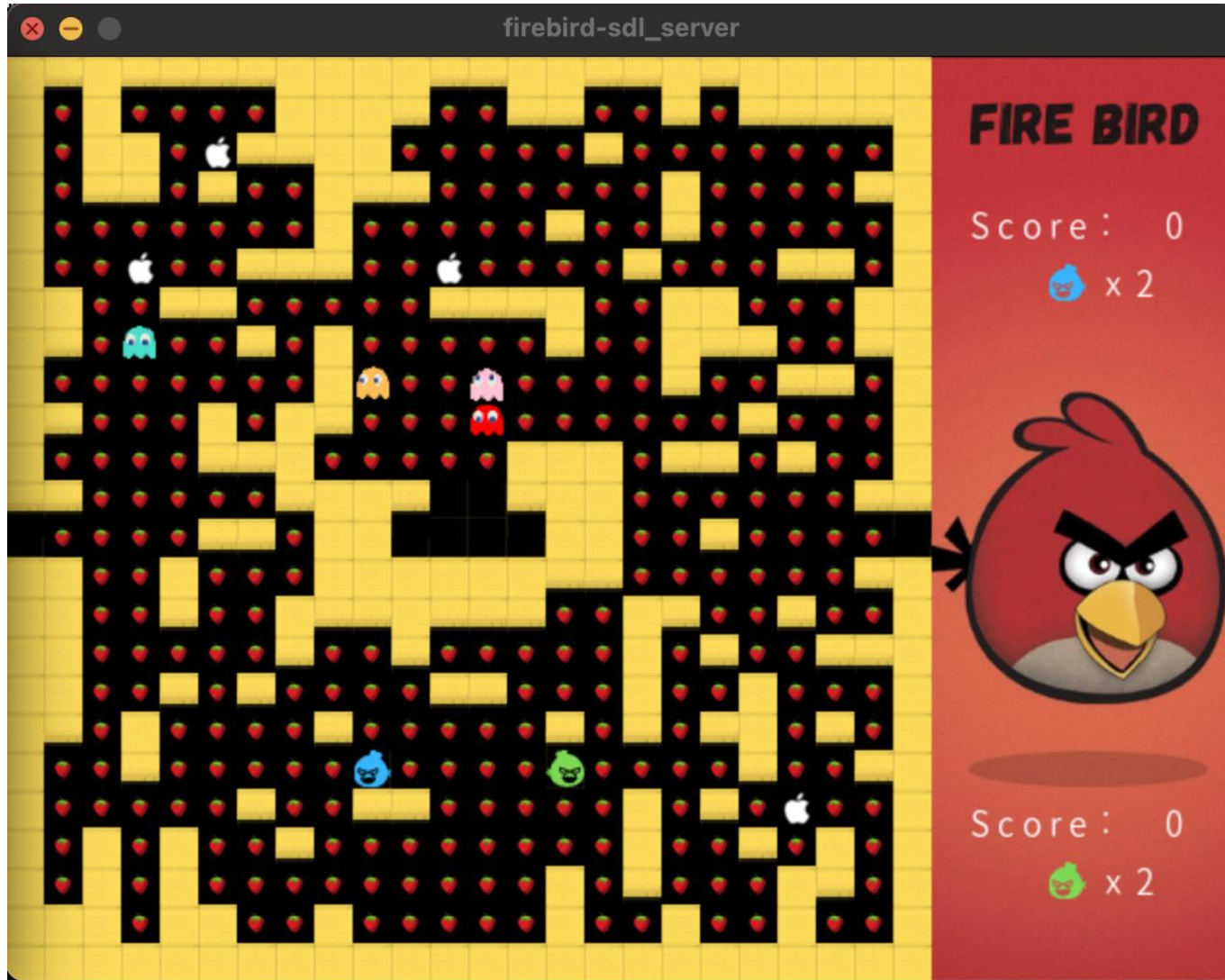


### Single Player Mode:

Score and the number of lives left for the player are shown on the right panel.



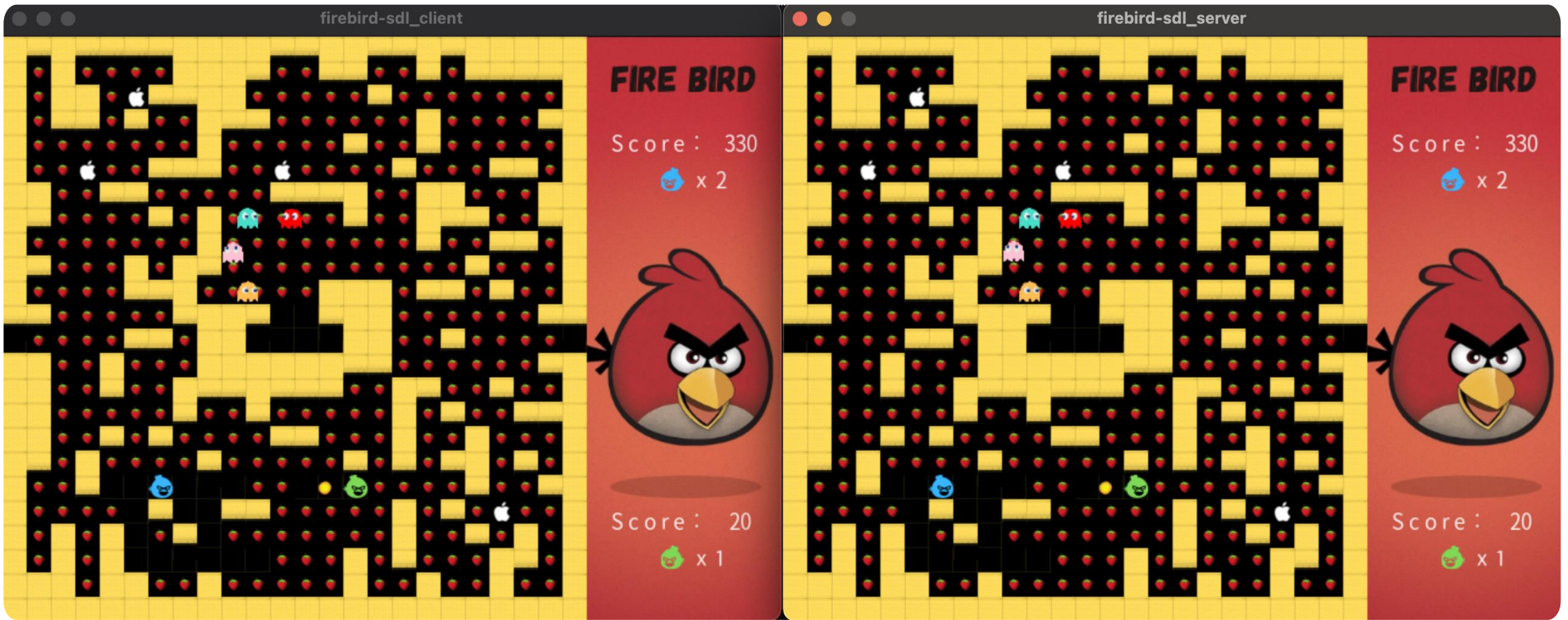




### Multiplayer Mode:

Score and the number of lives left of the two player are shown on the right panel.

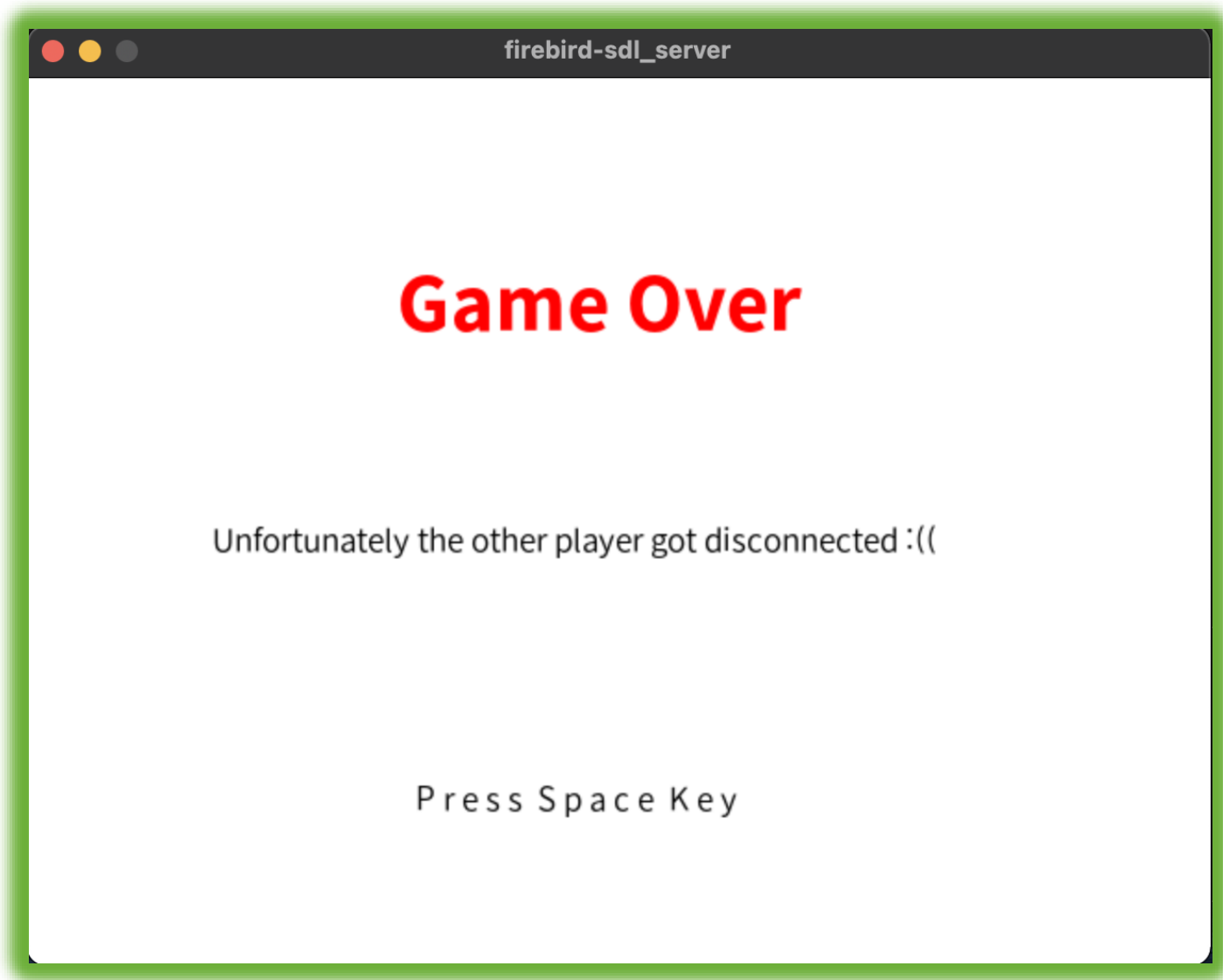




## Networking using Sockets:

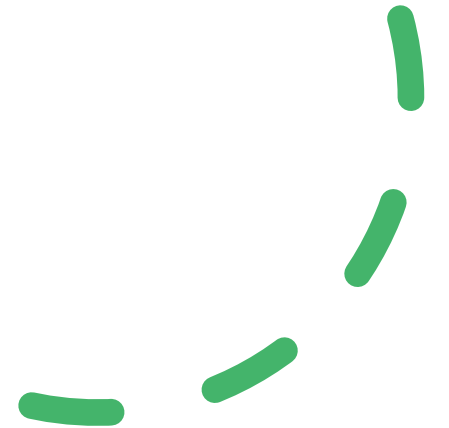
The two synchronized screens on two terminals establishing a peer-to-peer connection

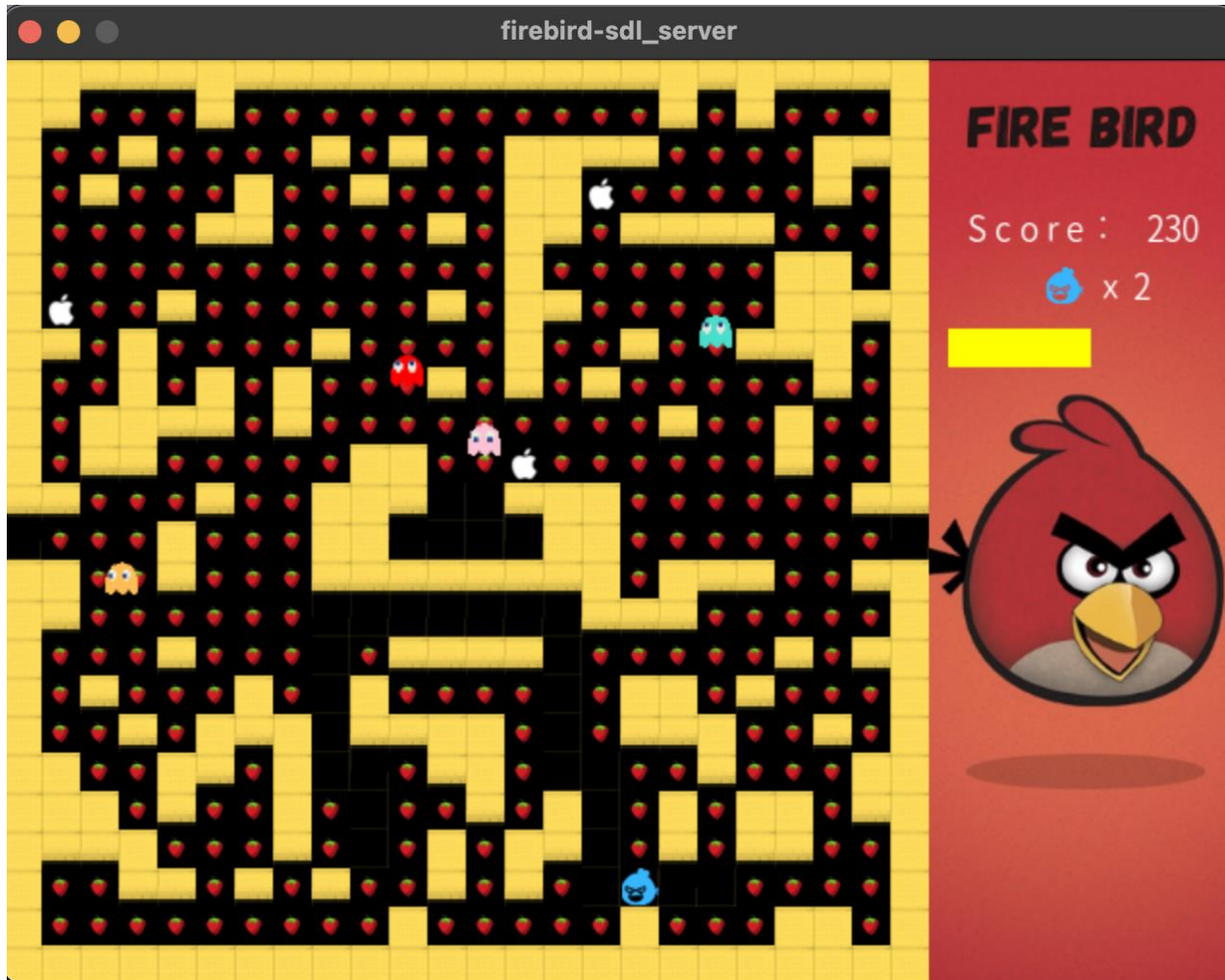




### **Connection Failed:**

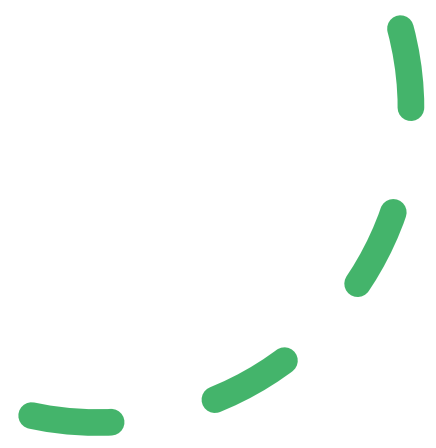
If one of the player in the multiplayer game mode gets disconnected then the other player receives this message.



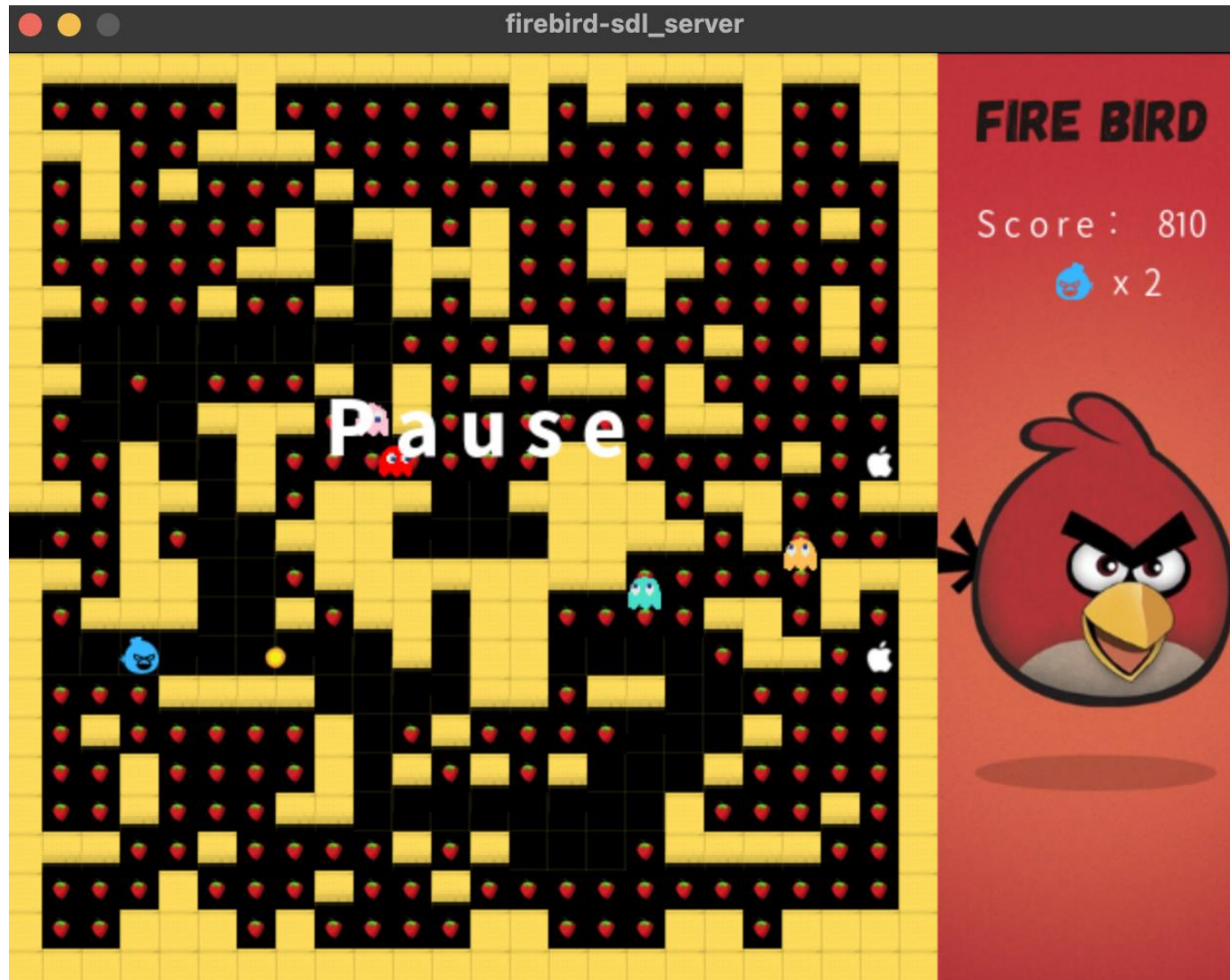


### Power Mode:

Indication and duration of the power mode left is shown by the yellow time bar on the left panel.



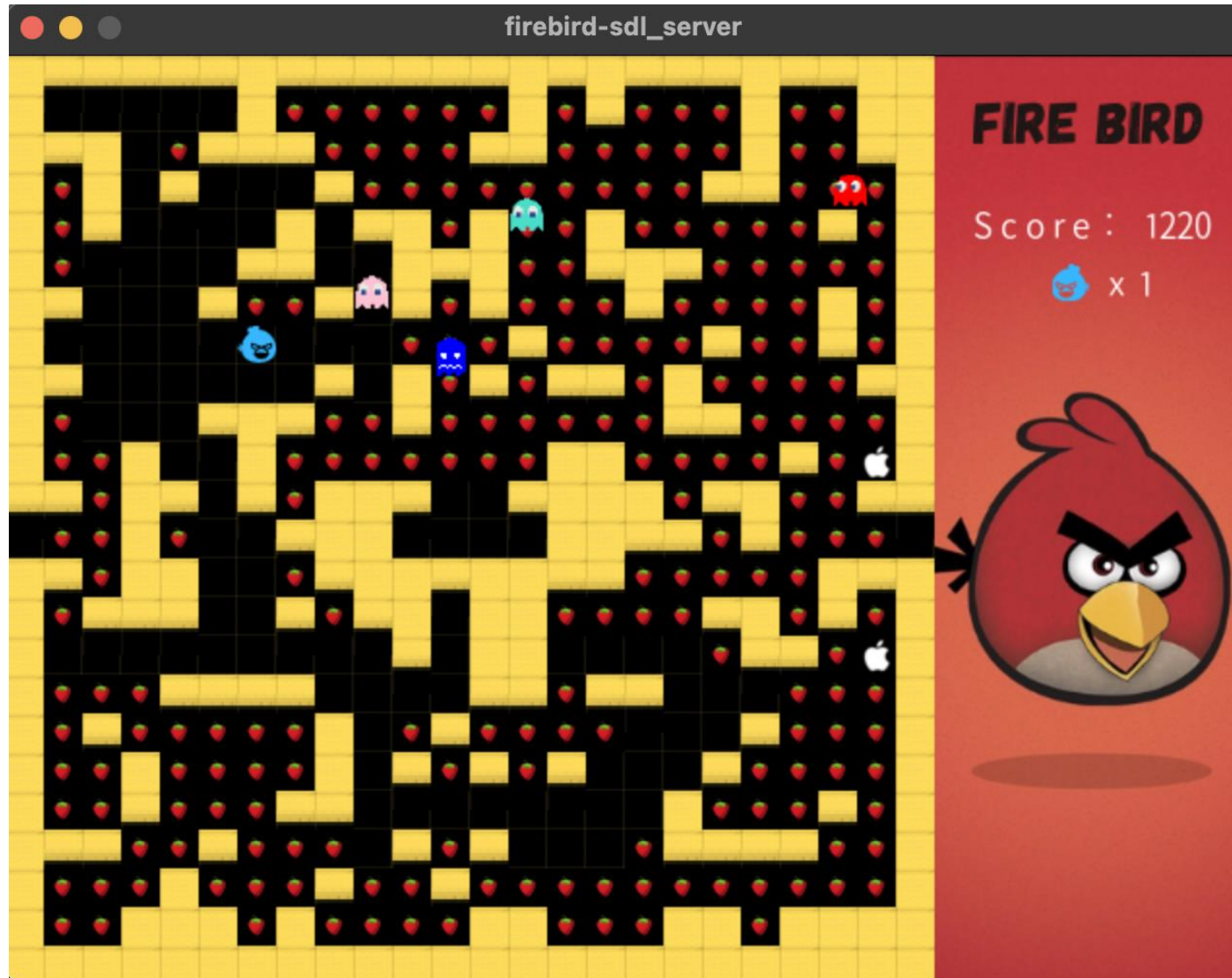




### Pause option and Bullet:

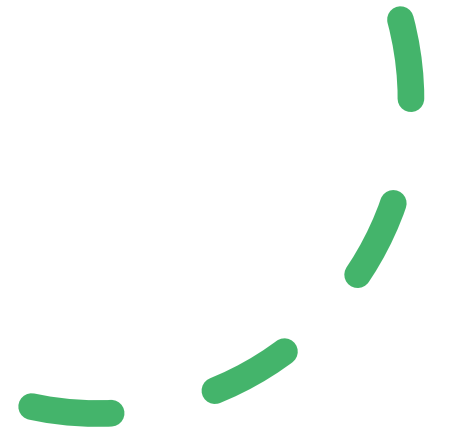
This frame shows the pause option and player 1 firing a bullet.

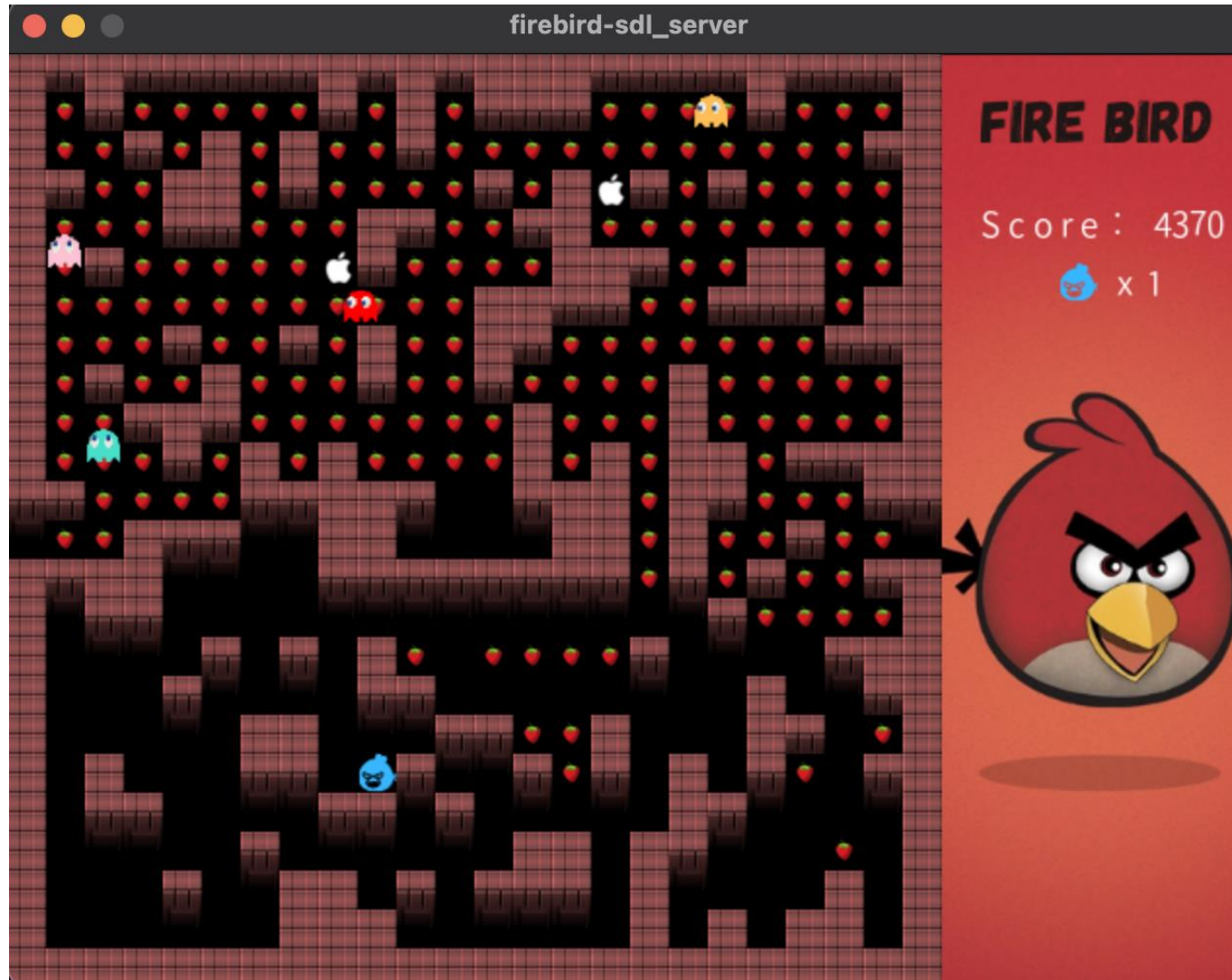




### Enemy hit Mode:

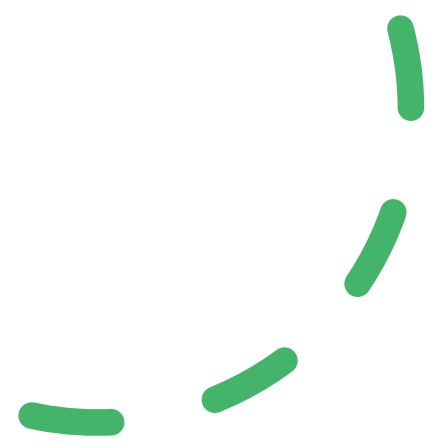
This frame shows the injured enemy (In blue) going back toward its home.

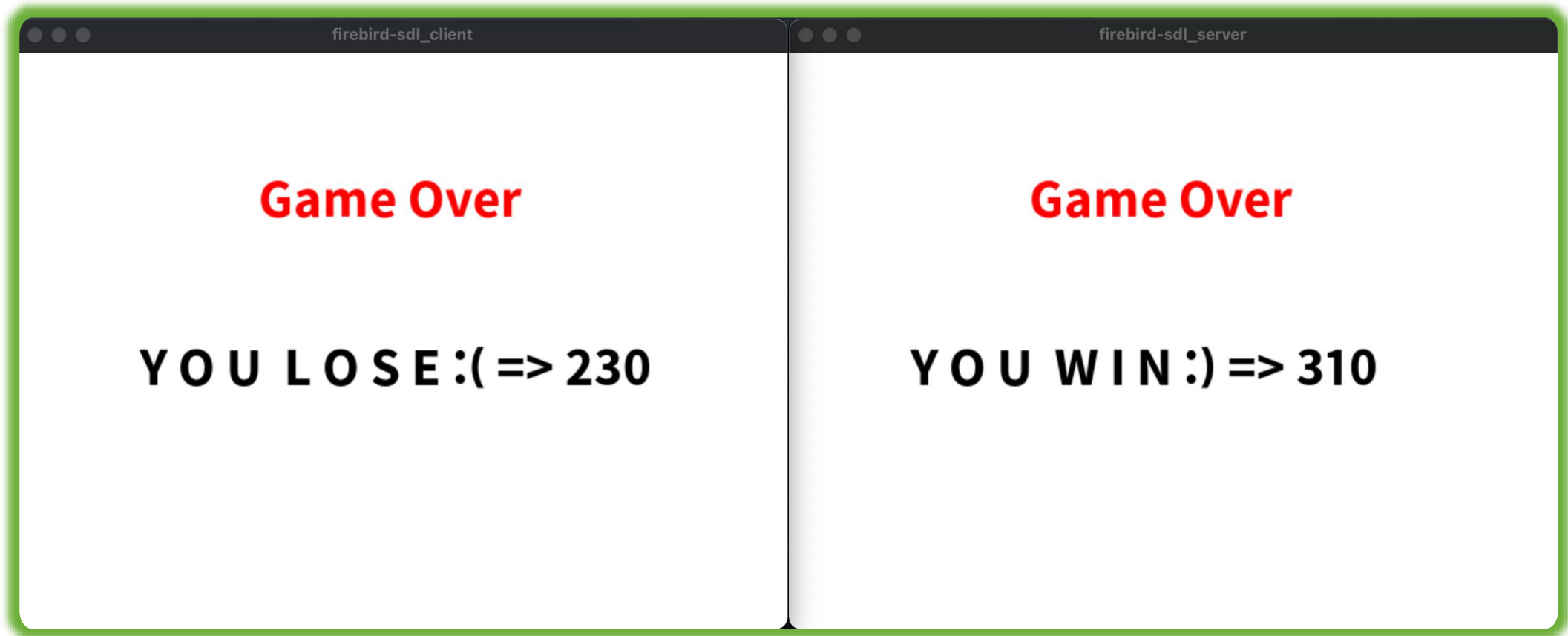




## Level 2:

This frame shows the second level of single player game. It involves enemies at higher speed.





### **Game over mode:**

This frame shows the finished game state, winning player, losing player and their respective score.

