cars



A simple multiplayer 2D game where each player controls a car. He or she must get as many candies as possible before the others do. The world is set in a submarine environment. The graphics are based on scanned children drawings of cars and fishes. The sounds are borrowed from the amazing SuperTuxKart.

License: see the LICENSE file.

Authors: see the AUTHORS file.

How to build the program

You need the following libraries before compiling:

- cmake (sudo apt-get install cmake),
- SDL (sudo apt-get install libsdl2-gfx-dev libsdl2-image-dev libsdl2-mixer-dev libsdl2-ttf-dev)

The project is based on a CMakeLists. It is easy to build the program on a Unix computer. Go in the source folder and type:

```
1  $ mkdir build
2  $ cd build
3  $ cmake ..
4  $ make
```

How to use the program

To display the help, just launch the program in a terminal. It will display the help of the program.

```
Synposis: cars winw winh [players_names]
winw: window width in pixels [default: 800]
winh: window height in pixels [default: 600]
player_names: names of players, between 1 and 10
possible choices: 2cv cabrio twingo_ainara twingo_arnaud twingo_red twingo_unai
default: "twingo_arnaud twingo_unai"
```

Credits

Fonts

- fonts/DejaVuSans-Bold.ttf: included in Ubuntu.
- fonts/LCD2U .TTF: myfontfree.com

Graphics

- graphics/bubble.png: openclipart.org
- graphics/candy/*, graphics/fish/*:homemade
- `graphics/cars/2cv*: openclipart.org
- graphics/cars/cabrio*: openclipart.org
- graphics/cars/Tire_Side_View.*:openclipart.org
- graphics/cars/twingo*:homemade
- graphics/cup_*.png: supertuxkart.sourceforge.net

Music

- music/cocoa_river.ogg: supertuxkart.sourceforge.net
- music/unai arnaud.flac:homemade

Sounds

• sounds/*: supertuxkart.sourceforge.net