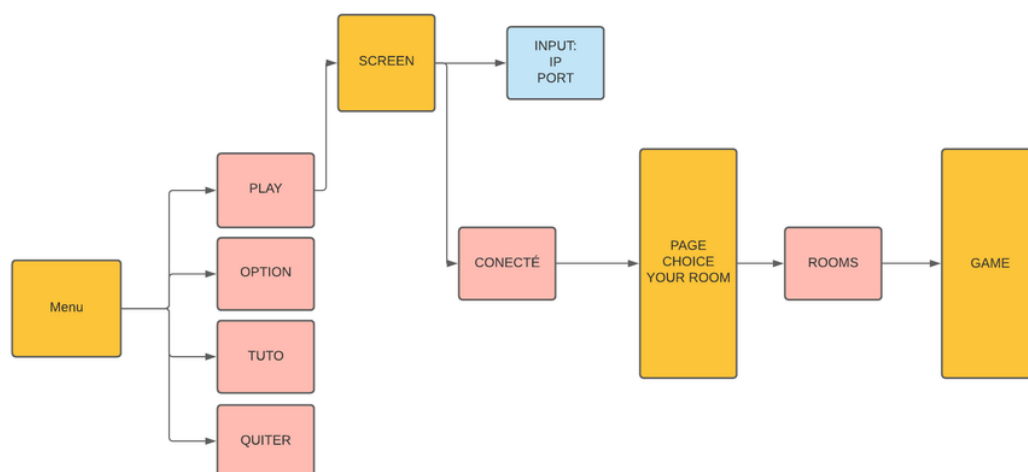# R-TYPE

A GAME ENGINE THAT ROARS!

EPITECH PROJECT

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Goal project

The purpose of this project is to create a one-to-four player game, using a client/server architecture. This is important. It MUST be a client/server architecture. Peer-to-peer communication is not allowed.

Architecture

The basic gamePlay architecture should look like this picture :

Server :

the server is not finalized.

Client :

The client is the graphical rendering version of the R-type.
It contains all that is necessary for the display the game.
It will display on the screen the main elements of the game such as: The player, the watches, the missiles of the
players , obstacles which may or may not be destroyed, and of course the background.

Conan :

The project is independent of the OS so it can be started on Unix as well as on Windows thanks to the CMake management and Conan software which is C / C ++ package management software.

Librairies :

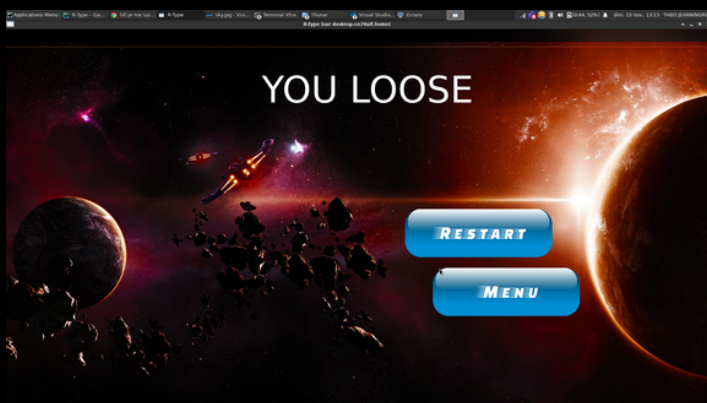We use the SFML library on the client side to display our game.

Game and monsters

we have 3 levels and 3 different type of
monster, moreover each level has a boss.

Win / lose condition

Lose condition if the player health down to 0.

All the commands to know to use the R-TYPE

Effect :   Key :

Direction	arrows
Shoot	W
Quit the game	escape
back to menu	z

R-TYPE ARCHITETCTURE