TUG OF CIVIL WAR

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Union and Confederates face off on the battlefield. Soldiers and artillery face-off with one another, each moving towards the rope in the middle of the battlefield. When the rope is touched it will move towards that person’s side. If the rope reaches the edge of the battlefield the side that won the rope will receive a gatling gun. The gatling gun gives the person the upper hand as it fires continuously without having to reload. If the Union soldier player dies the battle ends. There is a Confederate General who does not move or fire any bullets. He is stationary, but protected. Confederate reinforcements are constantly deployed around him to protect him. If the Union kills him, then the Union will win the battle.

The player can control the Union soldier using the up, down, left, and right arrow keys, and is able to fire his weapon by pressing enter. The Union reinforcements are controlled by the artificial intelligence and cannot be controlled by the player. The gatling gun for both Union and Confederate is controlled by the player. Therefore, if the confederates get the gatling gun you must kill the Union soldier to win the game. The player can control the gatling gun by using the W, A, S, and D keys on the keyboard.