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Student Research and Scholarship Day 2016

Computational Science

Dr. Brian Canada

Tug of Civil War: A Java-Based Greenfoot API Game

Union and Confederate soldiers face off on the battlefield. A rope sits idly in the middle of the map. At each instance a soldier dies the rope will move. If a Union soldier is killed, then the rope will move towards the Confederates side. If a Confederate soldier is killed, then the rope will move towards the Union side. If the center of the rope reaches the edge of the map, then the side who pulled the rope to their side will receive a Gatling gun. The Gatling gun will fire bullets without any delay in reloading, giving the side who wields it an advantage. They will be able to inflict massive casualties on the enemy. Now that one side has a Gatling gun, the objective is to eliminate the opposing side’s commander. The commander is on a horse, and is located amongst the soldiers. The commander cannot movie, but is typically protected by soldiers, and has a higher value of hit points, making him difficult to eliminate. When the commander is eliminated the side whose commander is slain will lose. The player can control only one soldier that can move forwards, backwards, up and down. If the player acquires a Gatling gun, they can control that as well, but with a different set of controls that will be specified in the game. If the player dies, then the game ends. The futility of war is examined through a Java programming based video game that informs the player about events and facts that occurred during the US civil war.