Project Specifications

Our program is a 2D version of tag that incorporates multiple modes and maps including some modes that use AI to control the enemy player. The first screen is the title screen which has an image of the two main characters in our game and prompts the player to push space. The menu then leads to the map select screen where you can choose from four maps using the number keys: (1) a standard map, (2) a square map, (3) a randomly generated map , and (4) a blank sandbox map. After pressing one of those keys, the player will be brought to the gamemode screen where they can choose to face another player, the AI, or a group of slimes. Depending on the choice, the next screen will explain the rules of the gamemode that was selected. After the player(s) has read the rules, the game begins. The 2 player mode allows for two players to go against each other using keybindings with red being the tagger and blue being the runner, the AI mode has the player (red) running from the AI, and the slime mode is the same as AI mode except there are multiple AI who can merge with one another. The goal is to score the highest time, shown in red, and to keep track of the time; there is a time counter shown in black. Both are shown on the top middle of the screen.