

I AM

INEVITABLE

GAMING MANNUAL



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Our Protagonist

THANOS

On the quest of
balancing the universe
by wiping the half
population.



Dread it, run from it,
Destiny arrives all the
same.

Our Antagonist

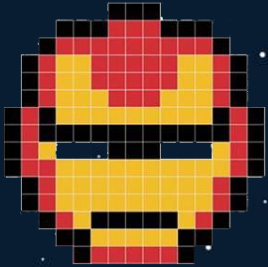
IRONMAN

Tony has a genius level intellect that allows him to invent wide range of sophisticated devise like the droids that he sent behind Thanos to save the universe.



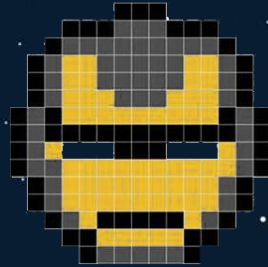
“Genius, Billionaire, Playboy, Philanthropist.”

DROIDS



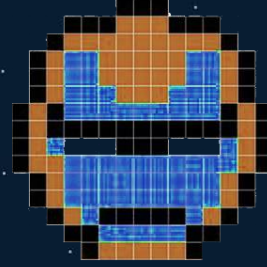
MARK-3

The most advanced bot that __ to get the exact location of Thanos and chases it.



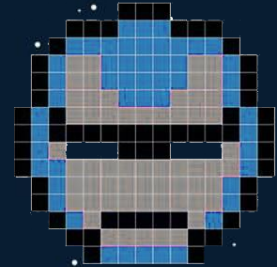
MARK-20

When all other bots are behind Thanos this bot guards the planets by roaming in the universe.



MARK-27

This bot takes position of Thanos from MARK-3 and try to attack Thanos on his next planet.



MARK-49

This bot is as a backup to MARK-27 and try to catch Thanos if it misses.

Since all the bots run on limited arc reactor energy, they have to recharge by roaming on different planets.

STONES

Stones give magical power to Thanos to kind of fool the droids,
Every stone give different power to Thanos.

Time Stone



This has power to stop
the time so for everyone
else the user.

Mind Stone



This has power cause
malfunctions in the bots
causing their random
motion.

Power Stone



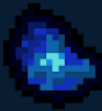
This has power to destroy
the droids when in
contact.

Reality Stone



This has power to change
the reality by removing
the existence of droids.

Space Stone



This has power to
teleport the user in the
galaxy.

Soul Stone



This provides the power
to egain life to the
user.

NOTE: At the time of submission we were able to implement only the mind stone and power stone
(that too combined in one stone).

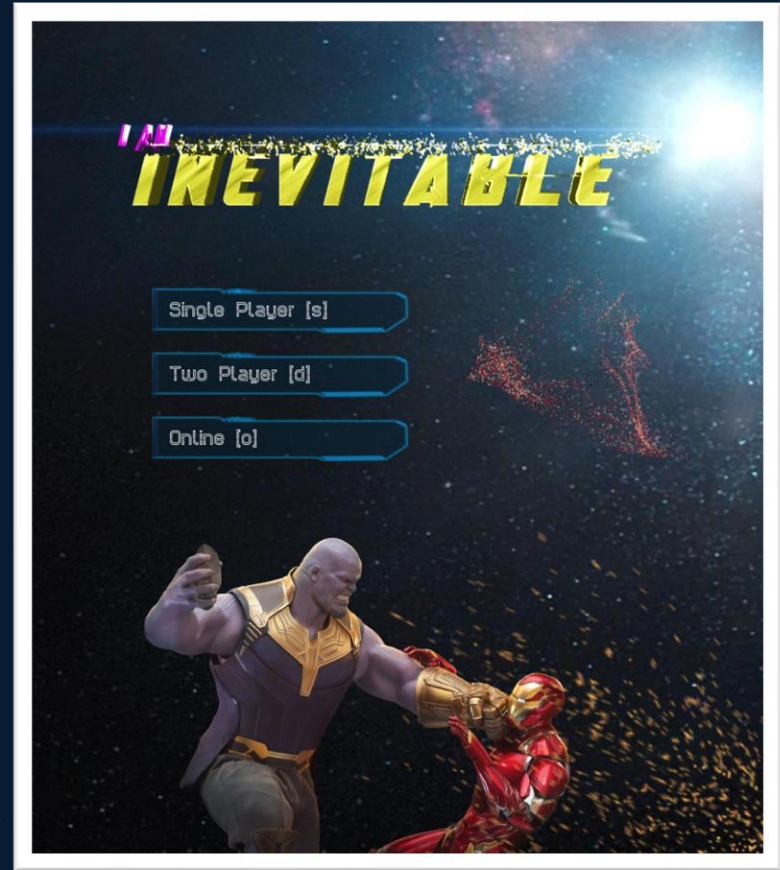
How to Play?

MODE SELECTION

Select the mode that you want to play using mouse or keyboard.

1. **Single:** You will play as Thanos against the bots. If you destroy all the planets you won, and if droids kill to max lifes you loose.
2. **Two Player:** Two different players can play using the same game window. This mode is not fully developed and won't give best game experience. (Since only one player can use keyboard at a time.)
3. **Online:** Using this mode two players from different terminal can play together in the same game.

In both the two player modes one player plays as Thanos from present timeline and one that came from the past, the one with the best score at the end wins.



ONLINE MODE

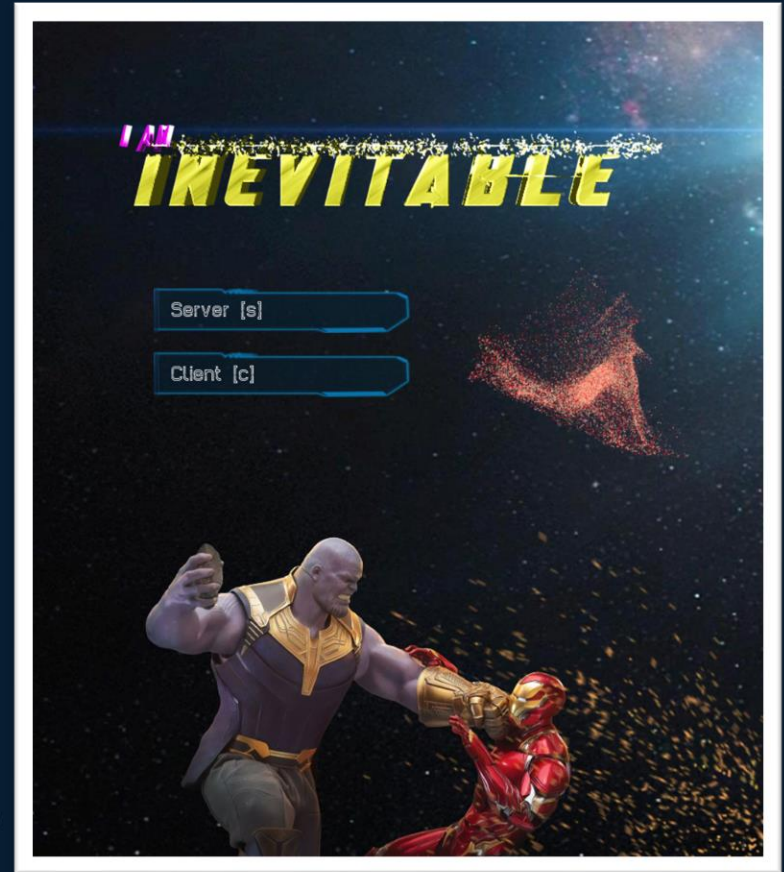
This menu will pop up if you choose to play online. Select the mode that you want to play using mouse or keyboard.

1. Server: Choose this mode if you want to host the game.

2. Client: Choose this mode if you want to join the game created by some other host.

If you select to host the game, Game will wait till some host joins your game and if that is done, it will ask for map that you want to play.

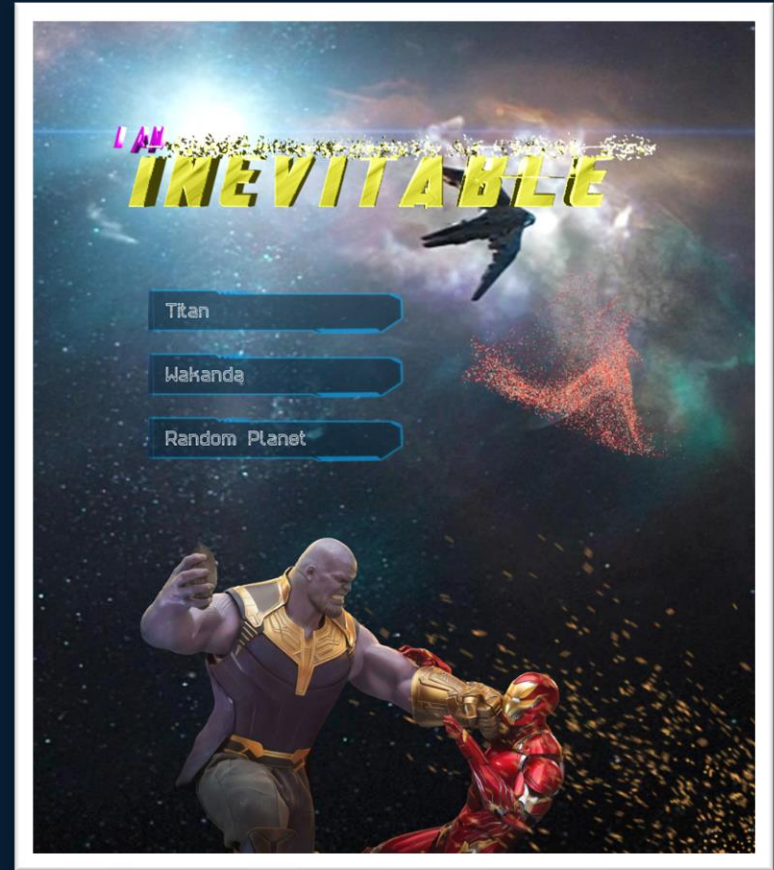
Else you joined the game of some host, then Game will wait for the server to select the map, once that is done it will start the match in the selected map.



MAP SELECTION

Select the map that you want to play using mouse or keyboard.

- 1. Titan:** This is the home of Thanos, (it is basically the classic pacman map). This map is well tested and will give the best gaming experience.
- 2. Wakanda:** This is also a saved map that is also well tested of any ambiguity.
- 3. Random:** This uses DFS to generate a new map every time it is called. Since the map is completely random, there might be times when you won't get the good gaming experience.



GAME UI

Present Thanos
Score

Present Thanos
Lives

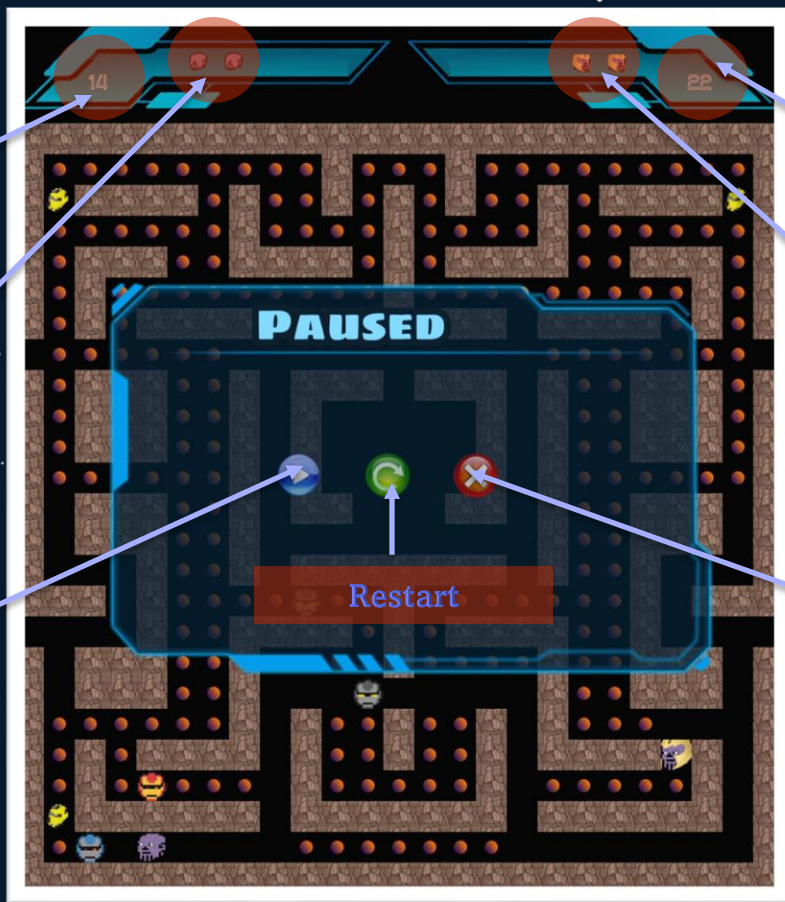
Resume

Past Thanos
Score

Past Thanos
Lives

Restart

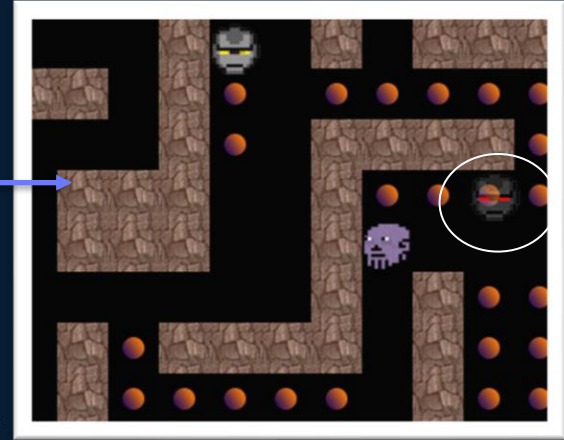
Exit



STONE EFFECTS



Bots are under mind stone control and roam here and there without any target.



After contact with power stone bot becomes defective and moves to its home where Tony will repair it to work again

NOTE: As of now, both these effects are done through single stone.

CREDITS

1. **Socket Programming:** [GFG](#), [simpledevcode](#)
2. **SDL Functions:** [lazyfoo](#), [sdl tutorials](#)
3. **Basic Game structure:** [DarkMuffinJoe](#)
4. **Pixelated Images:** Anurag Mittal 2019ME10779
5. **Droid movement logic:** [gameinternals](#)
6. **Map Generation:** [youtube](#)
7. **Logo Font:** [fontspace](#)
8. **Game Sounds:** [soundbible](#)