

Empire Wars

The main goal of the game is to capture as many flags as possible before the end of time (5 minutes). To capture a flag you need to defend a flag for 3 seconds from other opponents and the crepes. There are many power ups to help you :

- Heart: Gives an extra life.
- Banana: Improves the health by 10 points.
- Star: Powerful bullets that can kill the crepes in one hit.
- Cloak: Hides all the flags acquired by the player's team.
- Shield your flags: Adds a steel wall around the flags acquired by the player for 20 seconds.
- Get out of Limbo: Acts as a trump card. When having this power-up the player can use it to get out of limbo before the 20 second duration elapses.

Indicators for the game :















- Lives : Shows number of lives you have.
- Free cards : Number of get out of jail free cards left.
- Time : Game time left before the result is announced.
- Bazooka : Number of bazookas currently possessed.
- Points : Red teams and blue teams

Controls for the game :



- Arrow Keys to move the player
- Press J - To shoot bullets
- Press B - To shoot a bazooka (If you have enough)
- Press F - To get out of the jail (If you have enough free cards)

Contract terms :

Low bar checklist

- Networking 
- Teams 
- Foot Soldier 
- Flags 
- Collision Detection 
- Power-ups 
- Tiled Map 
- Tower 
- Crepes 
- Limbo (jail) 
- Weapons 
- Sound 
- Lives 
- Score 

High bar checklist

- Music 
- Splash screen 
- Isometric limbo 