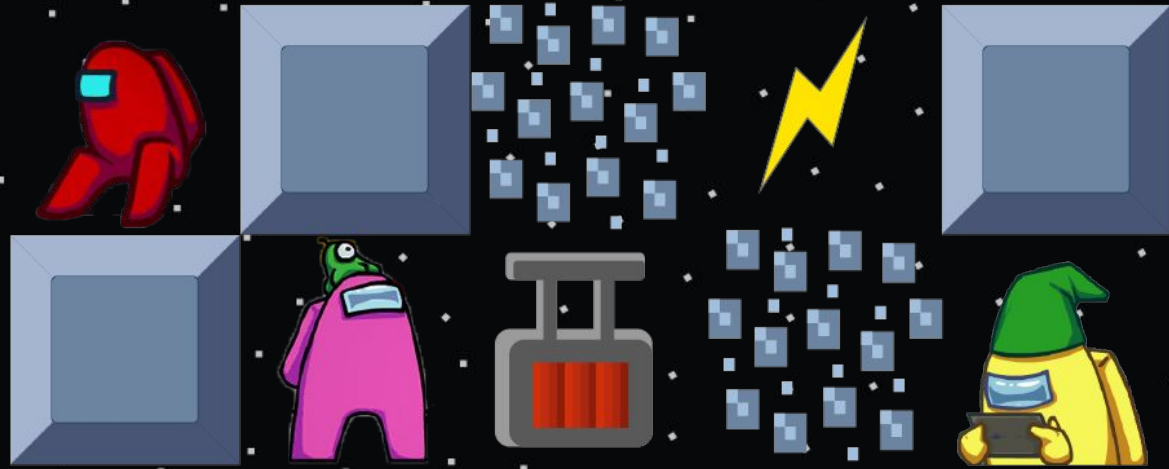


# ASTROMANIA



Made by:  
Aman Verma  
Ishaan Singh

# Game Description

*Players move through the maze, blasting rocks, collecting power-ups to gain abilities and incinerating their opponents*

*The last man standing wins!*

## Features:

- Each player is equipped with 3 lives at the start
- Players can deploy bombs to destroy rocks and kill enemies
- Rocks yield collectible power-ups on destruction which provide users with special abilities
- After a certain time, the maze begins to close in a spiral fashion, making the game more dynamic and intense

# Sprites



Player - Right



Dead Body



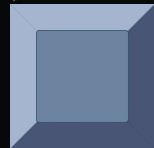
Player - Left



Breakable Rock



Bomb



Unbreakable rock



Radius++



Throw Bomb



Speed++



Bombs++

Power-ups

# Power-ups description



*All the four power-ups can be yielded only by destroying the breakable rocks:*



1. This power-up increases the radius of explosion of bomb. A larger radius implies more area of impact of the bomb.



2. This allows the user to throw the bomb after deploying it. To throw the bomb, the user simply pushes the bomb from any side and the bomb starts moving in that direction.



3. This power-up increases the movement speed of players for 10s. This allows the user to escape from opponents' bomb's range and hence proves to be highly useful.



4. This power-up allows the user to deploy multiple bombs at one go. With appropriate placing of bombs, the user can strategically demolish his opponents.



Screens

# Main Menu




# Play Menu



# Help Menu - Offline







Astromania















Offline Help







Online Help

Movement/bomb release












Power-ups




Throw bombs




Increases movement speed



Increase explosion radius

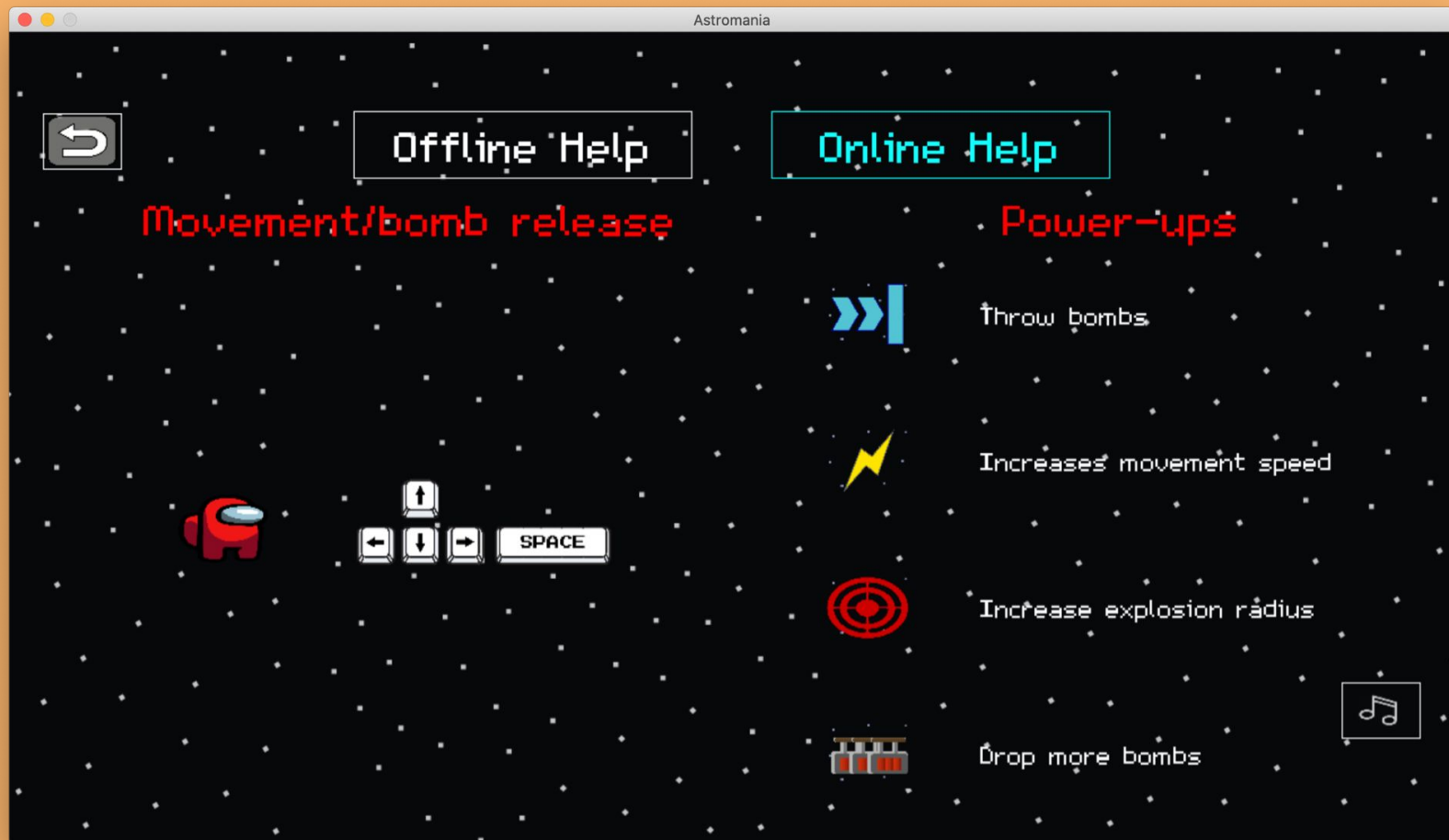


Drop more bombs





# Help Menu - Online



# Offline Menu



# Online Menu

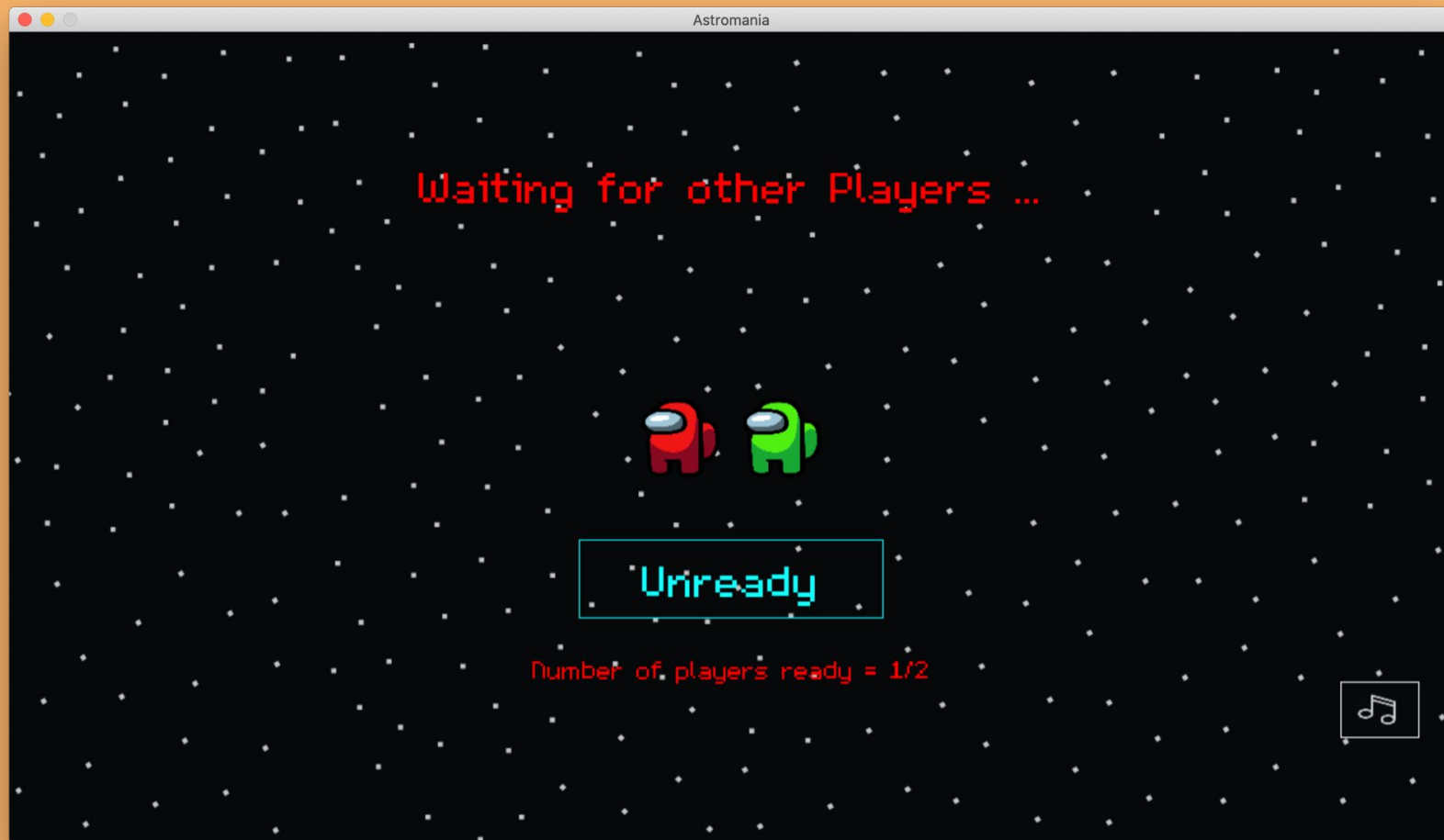
Astromania



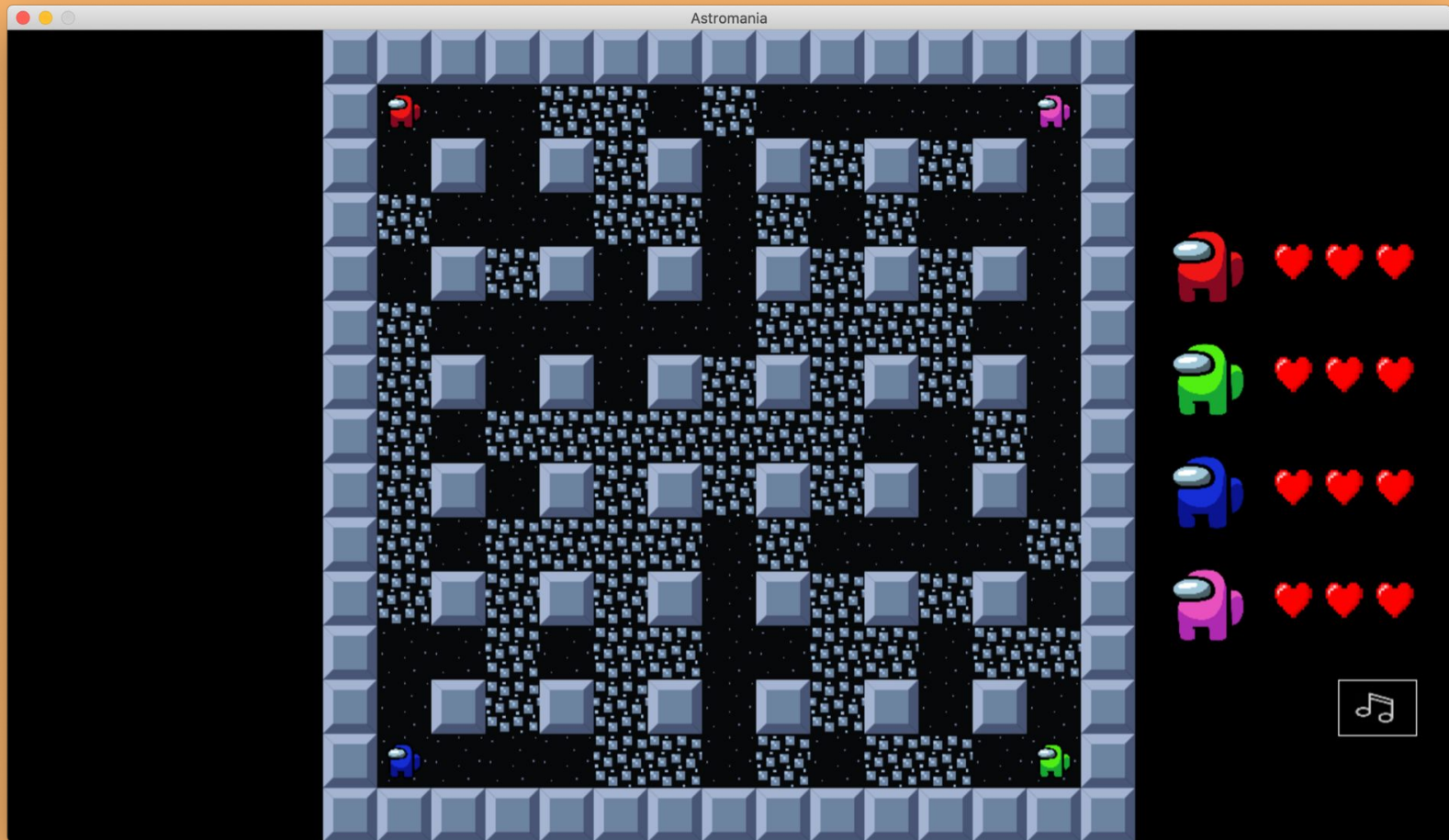
Enter IP address in the box below :



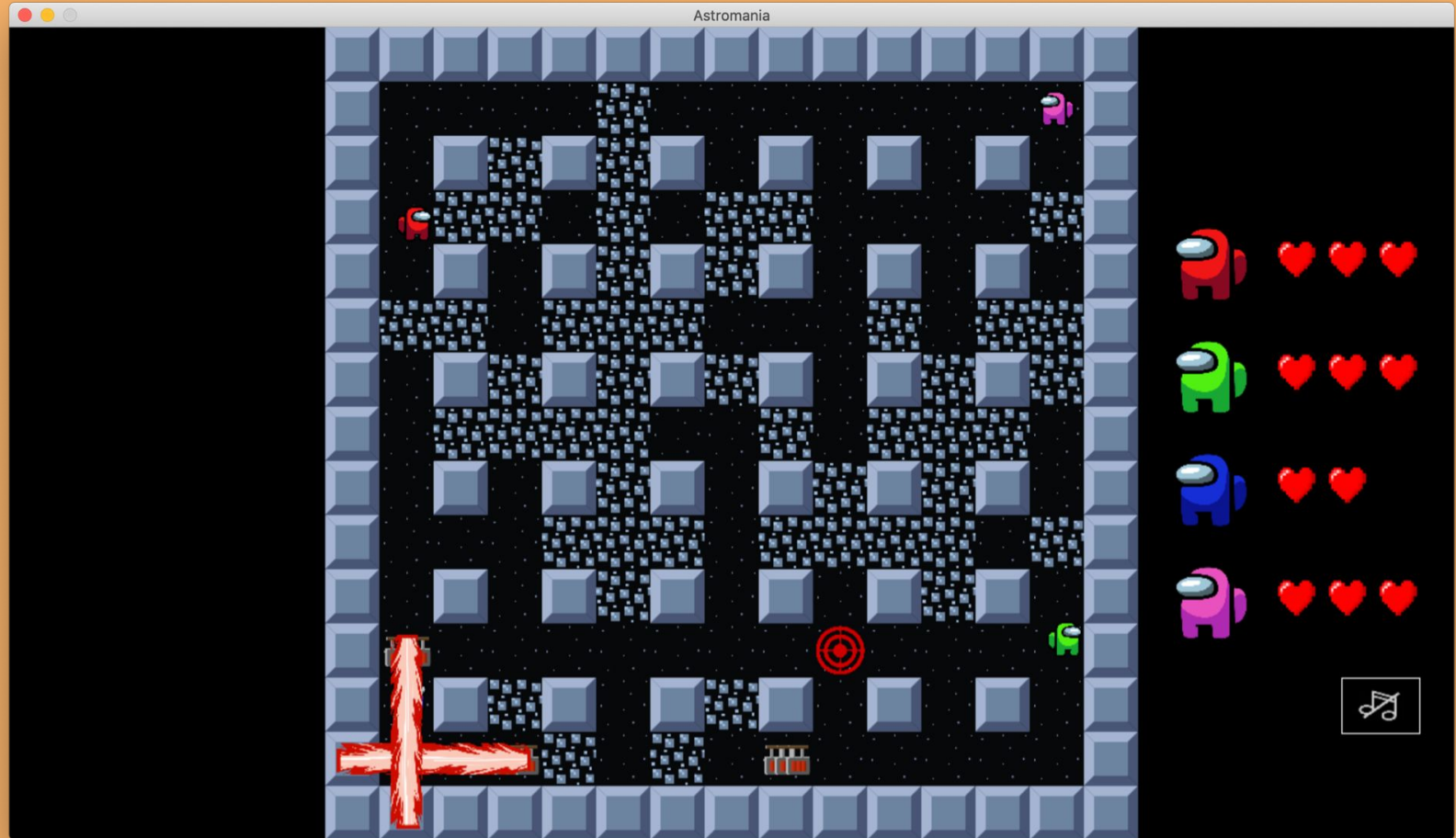
# Online Buffer Room



# Game

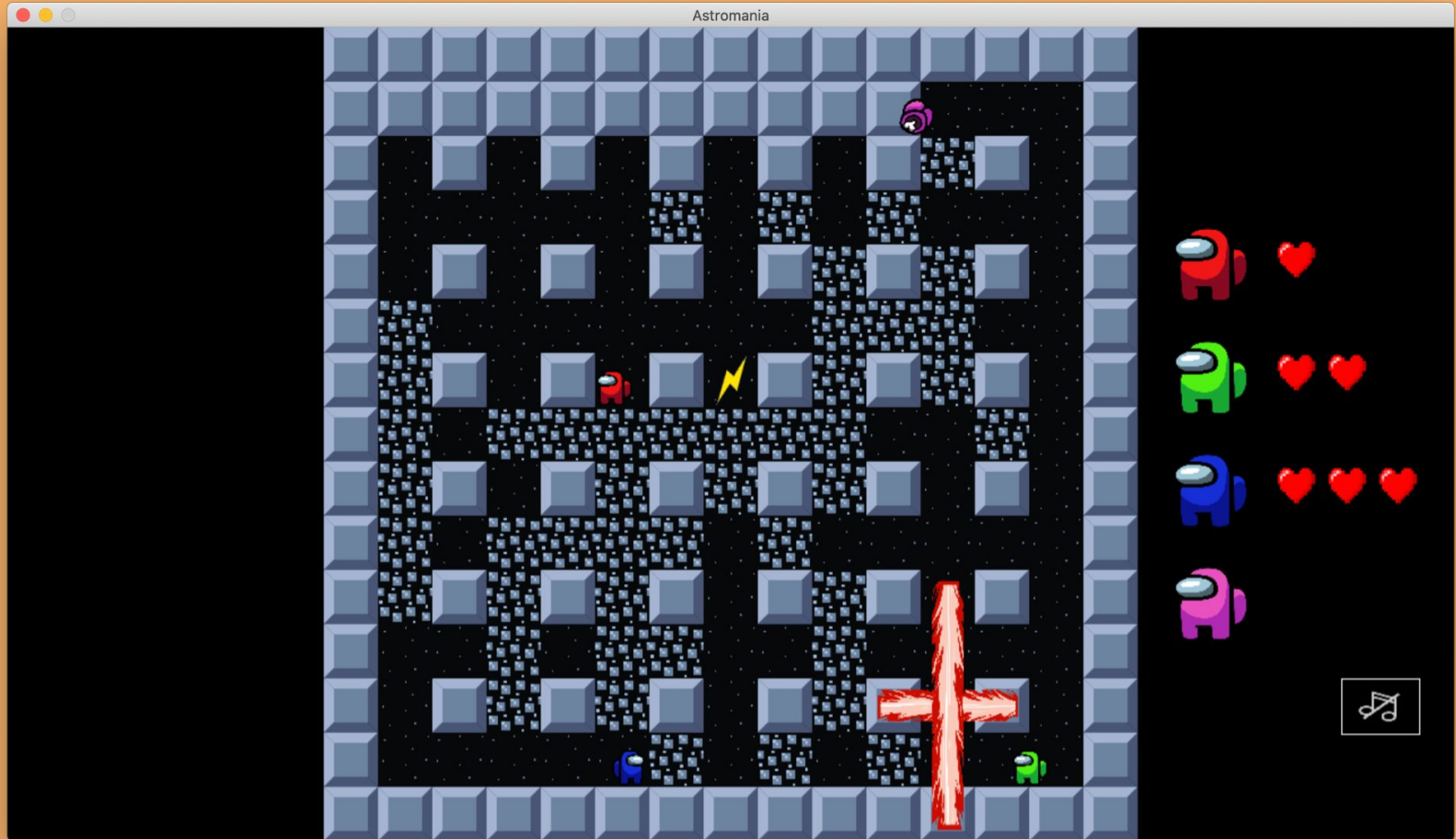


# Mid-Game





# Mid-Game



# End

Astromania

# Game Over!





# Additional Features

- Online Game Waiting Room: A waiting room for players while other users join
- Smooth movement - Analysed on pixel level for continuity
- Timed and unlimited abilities - faster movement
- Directional rendering of textures for characters
- Players start with 3 lives which are displayed dynamically throughout the game
- Blinking and immunity for 4s on loss of life
- After a certain time, the maze begins to close making the game more - dynamic and intense
- Accepts keyboard as well as mouse input
- Music: Specialised textures and soundtracks for enhanced experience.
- An option to mute/unmute the music
- Fully functional sockets and timed packets for a 0-lag experience

# Thank You

Made by:

Aman Verma - 2019CS50419

Ishaan Singh - 2019CS10359