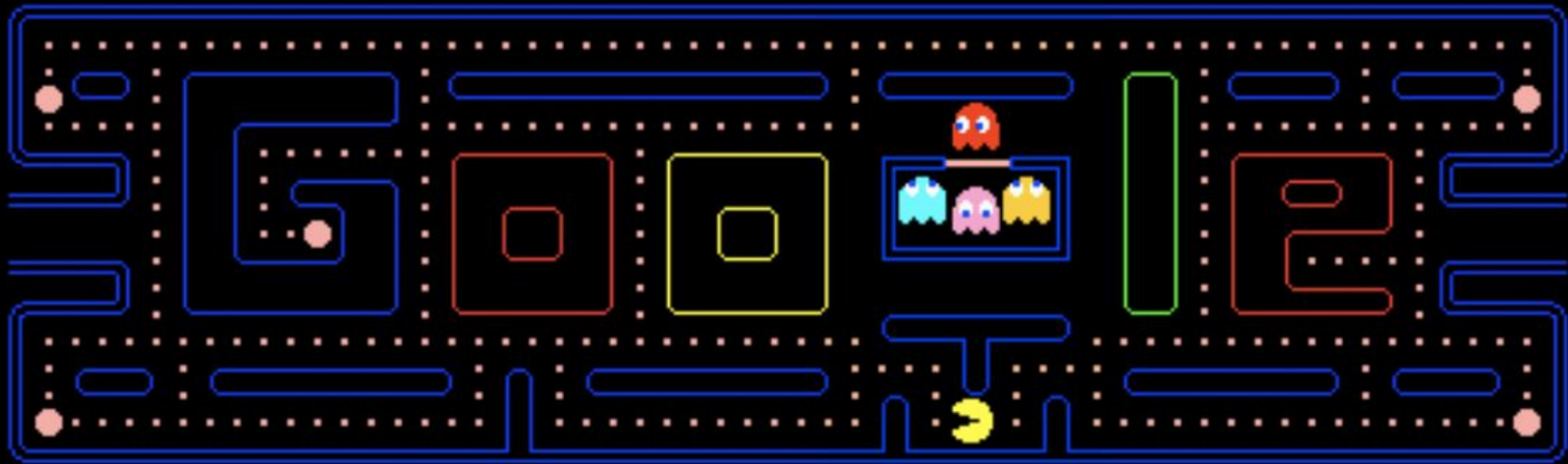# GASHTI UNLIMITED

By Ayesha Zafar and Ishmal Khalid

Game Inspiration

Concept:

❖ Gashti Unlimited is a 2 player maze game in which players, the enemy and the rewards are randomly placed.

❖ Both players compete to collect rewards (coins) during the game.

❖ The game ends when all the coins are collected or when the health of one of the players equals zero.

❖ The player who collects the most coins wins the game.

❖ The overall game has 2 modes: Ice Rink and Farm.

Controls

❖ Player 1 is controlled by the LEFT, RIGHT, UP and DOWN arrow keys.

❖ Player 2 is controlled by A, W, D and S.

❖ Mouse is used to select modes and to restart the game.
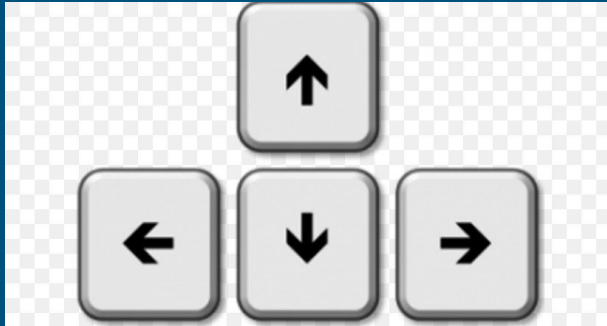
Main Menu

The game begins with the instructions of how to play the game and a menu which allows the user to select a mode of their choice.

Score

- ❖ Initially, coins are placed in 21 random positions.
- ❖ When a player comes in contact with these coins, a sound effect is produced.
- ❖ Player's score is incremented by 1.
- ❖ The coin disappears.

Health

- ❖ Initially both players have full health.
- ❖ There is a common enemy: penguin/farmer shooting in random directions.
- ❖ When players come in a certain proximity to the enemy, they lose half of their health.
- ❖ Similarly when players collide with each other, both lose half of their health.
- ❖ Only when players collide with each other, a health kit is randomly placed somewhere in the maze and the player that comes in contact with the kit first restores his health.
- ❖ The kit is then removed from the game.

Winning Condition

❖ If a player's health is completely exhausted or reduced twice without being restored, he dies and the other player wins.

❖ Otherwise, the winner is based on who collects most coins once all coins are collected.
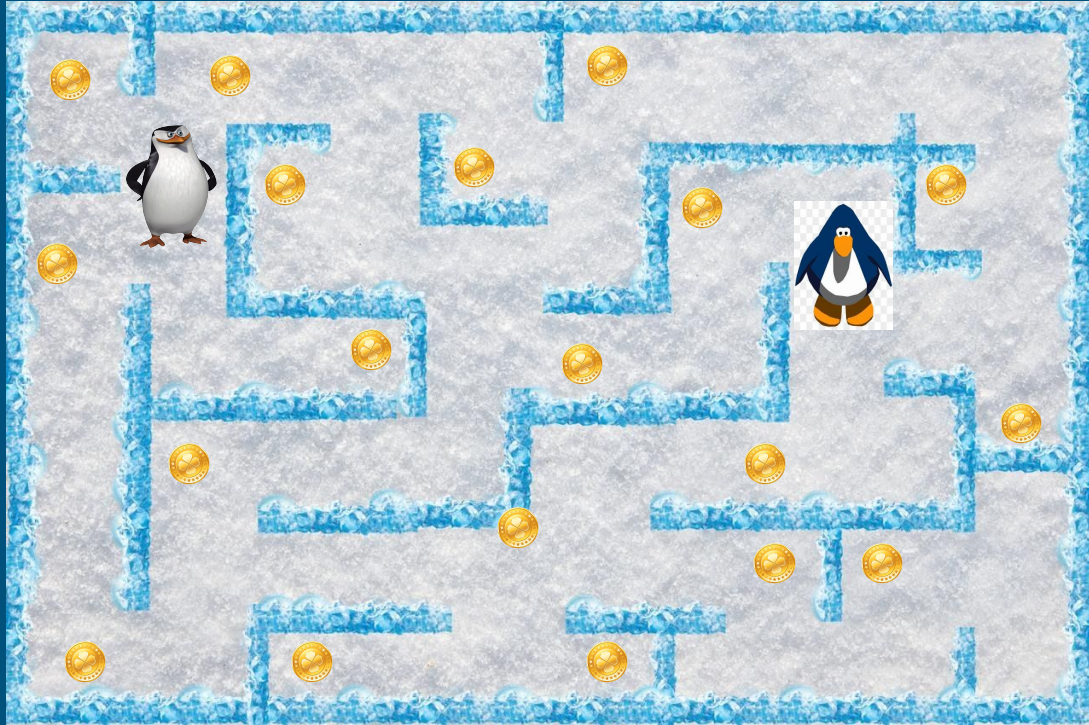
Game Over Menu

❖ Once the game is over, the screen displays the winner and his score.

❖ Clicking anywhere on the screen restarts the game.

❖ The user is redirected to the main menu where they can choose the mode they want to play in.

Score Board:

Player 1: x

Player 2: y

GAME OVER

Player [ ] won!

CLICK ANYWHERE ON THE SCREEN TO REPLAY
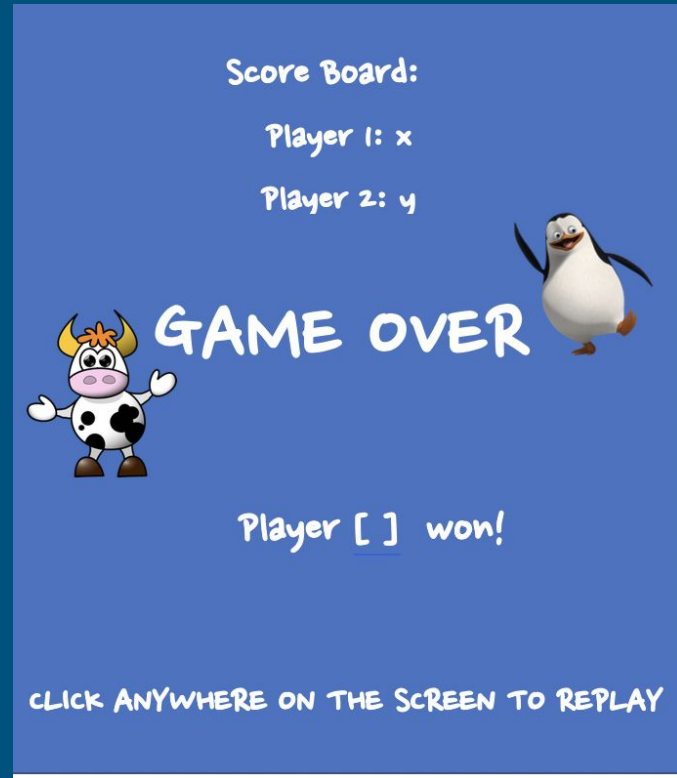
Farm Mode
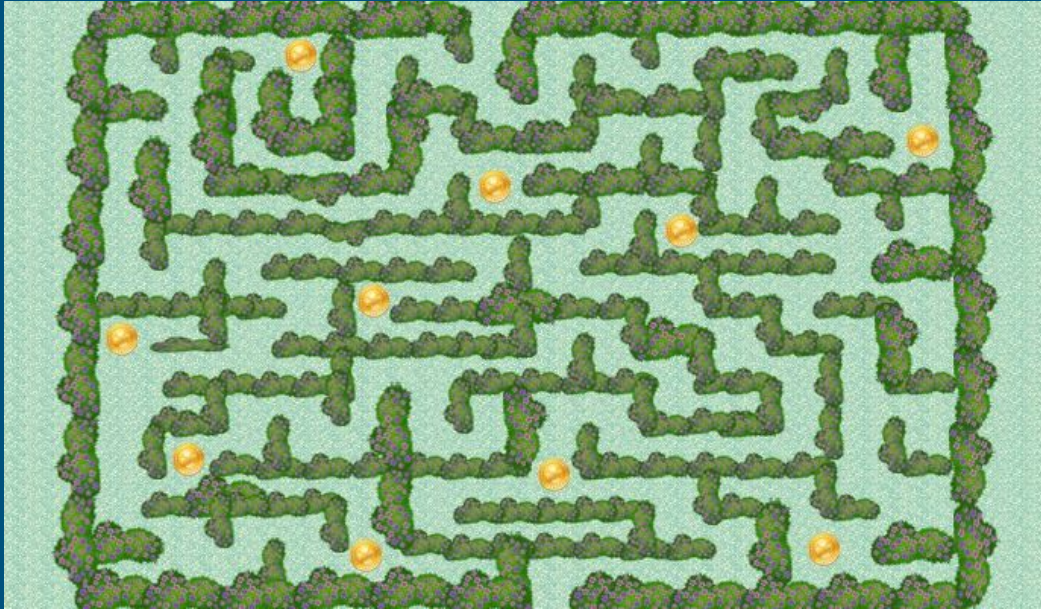
Ice Rink Mode

Task Division

Ishmal Khalid

➔ Create a maze class.
➔ Set background and define the coordinates of the pathways and the walls.
➔ Create a class for coins and health and their relative positions in the game.
➔ Code closing actions such as controlling the game over page.
➔ Code option to restart the game.

Ayesha Zafar

➔ Create a generic class for characters and subclasses for player 1, player 2, enemies and their respective roles.
➔ Define the actions of each player when a coin or a health kit is picked up.
➔ Code initial setup and create the mode choice and initial instructions page.

Any Questions?