

Project documentation

Karthik Abinav S(CS10B057) , Yash Kamat(CS10B029) , Hari Prasad(CS10B010)

April 15, 2012

Abstract

Our project is a game which we call the ¹'Ciel and the Eggs'. It is a game where a set of hens sitting on a wire drop eggs randomly and a person called 'Ciel' collects eggs in a basket. He gets points for catching the eggs and loses the games if he drops 7 eggs overall in the game.

1 Project Idea

There will be a opening screen, where the user selects to play. The whole game screen contains two wires initially and hens sitting on them. They randomly drop eggs and the user should move 'Ciel' around and catch the eggs. The hens drop two kinds of eggs and sometimes do malicious activities like dropping posinuous egg. The two kinds of eggs are normal egg and golden egg. The normal egg is 1 point and golden egg is 2 points. Catching the poison gives negative 1 points.

2 Code base

The Basic driver to the entire game is contained in the file controller.asm, which inturn uses three major files in the backend, namely :

- static.inc : This contains the procedures to draw various static objects on screen like,hen,wires,basket,etc.This takes the design in the form of .txt file and reproduces the exact same design on the screen.
- proc.inc : This contains the collection of variety of proceudres used during the logic of the game like collision detection, printing numbers,etc

¹The name 'Ciel and Eggs' inspired from here. <http://www.codechef.com/DEC11/problems/STREGGS>

- Data.inc : This contains the memory allocation to various global variables used throughout the game

Besides the above major files, there are other files which does certain independent tasks, namely:

- screen/gameover.inc : This displays the gameover splash
- screen/home.inc : This displays the Homepage on starting the game
- sound/break.inc : This generates the sound when a egg is broken
- sound/catch.inc : This generates the sound when a egg is caught

3 Salient features of the Game

This game promises a lot of good and interesting features.

- A very enriching welcome screen that will immediately draw your attention to the game.
- During the gameplay, your curent score and all time highest scores are displayed on the top, and which will always keep you in the competitve spirit
- Distinct sounds for catching an egg and dropping an egg, and hence you will immediately know if you managed to catch that egg.
- A functionality to both pause and stop the game in between. Hence you can take those breaks and come back and resume from where you left.
- Beware, the hens start throwing out eggs more frequently as your score increases and difficulty increases lineraly with your score.
- A very encouraging GAME OVER screen, which will always want you to come back and play the game again.

4 Instructions of the Game

The following are the instructions of the Game:

- Your name is Ciel and your task is to collect as many eggs as possible so that you can later sell them.
- There are three kinds of eggs which the hens will drop - Golden egg , White egg , Poisonous egg. Catching the White egg gives you 1 point, the Golden egg gives you 2 points and catching the Red egg gives you a negative 1 point.
- If your score goes below 0 , then you lose the game. Also, if you drop more than 7 White or Golden eggs , you lose the game.

The following are the controls to play the game(NOTE: never play the game in CAPS mode)

- a - Moves the basket to the left
- d - Moves te basket to the right
- x - Quit the game
- p - Pause or resume the game

5 End Note

Please feel free to contact any of us to report any bugs in the game.