JRK

JRK Kaffe APCS Team Final Project: Joseph Othman & Kosta Dubovskiy

Idea

Knockout Jr.:

- Based off of the Knockout game in game pigeon on iPhones, there is a playing area(iceberg) where each player starts with an equal amount of players(penguins).

- The goal is to direct your players into the opponents players to push them off of the iceberg. Basically, a bit like king of the hill with teams.

- One and two-player game mode options using mouse selection input

Relevance

Data structures: 2 pairs of min/max heaps to calculate median score of each player over a _ game series

- 1 heap to compare player scores in split screen mode

- 1 array priority queue to determine the order in which penguins are de-thawed (enabled for

- 1 queue for the order of turns

Housing

It will be made with a combination of Processing for the GUI and Java classes for the back-end

It will be launched via terminal, by running the main.pde file.