

IITD MAZETRIES

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Team Member Vaibhav Verma (2019EE10543) ended up not doing **any** work due to medicals so the project is a 1 man effort.

About the Game

- Survival Based Game.
- Based on IIT-D Campus.
- **Goal:** Help your character lead a balanced life at IIT-D.
- 4 aspects to take care of:
 - Energy
 - Fitness
 - Nerdiness
 - Social Quotient
- These “health bars” decay over time and their rate of decay also keeps increasing as time progresses thus increasing difficulty over time.
- Game over when either of the health bars become 0.

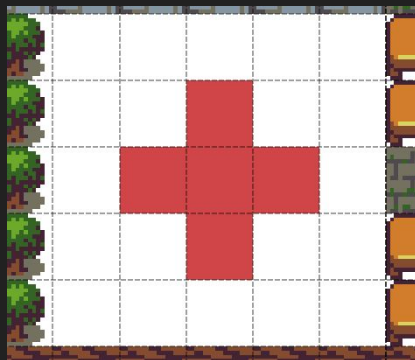
About the Game

- Ways to increase these “health bars”:
 - By visiting specific locations on the map
 - By using potions
 - By interacting with professors

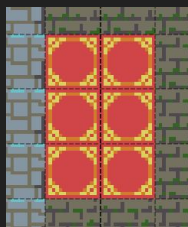
Visiting Specific locations



Energy: Hostels



Energy: Hospital



Energy: Eating Joints

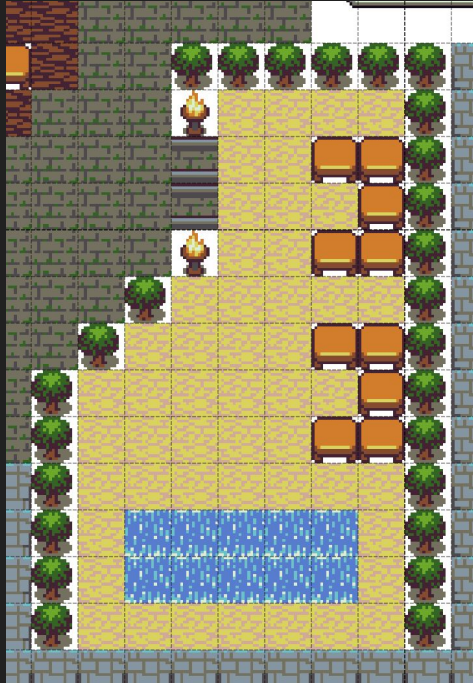


Fitness: Tennis court

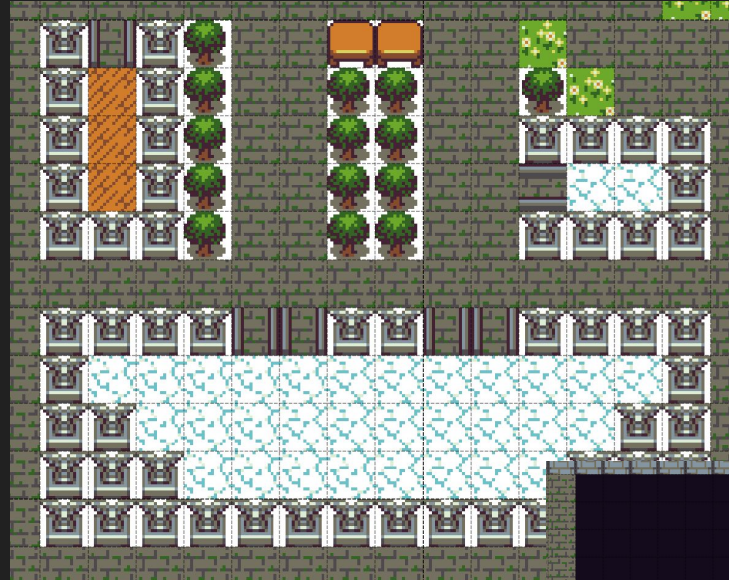


Fitness: Football Ground

Visiting Specific locations



Social Quotient: Student Activity Centre (SAC)



Nerdiness: LHC



Nerdiness: Bharti Building, SIT, Library, Main Building

Potions

- Spawned at random locations on the map
- Can increase the respective health bar by 25%, 50%, 100%.
- At max 5 potions present on the map



Energy

Social Quotient

Fitness

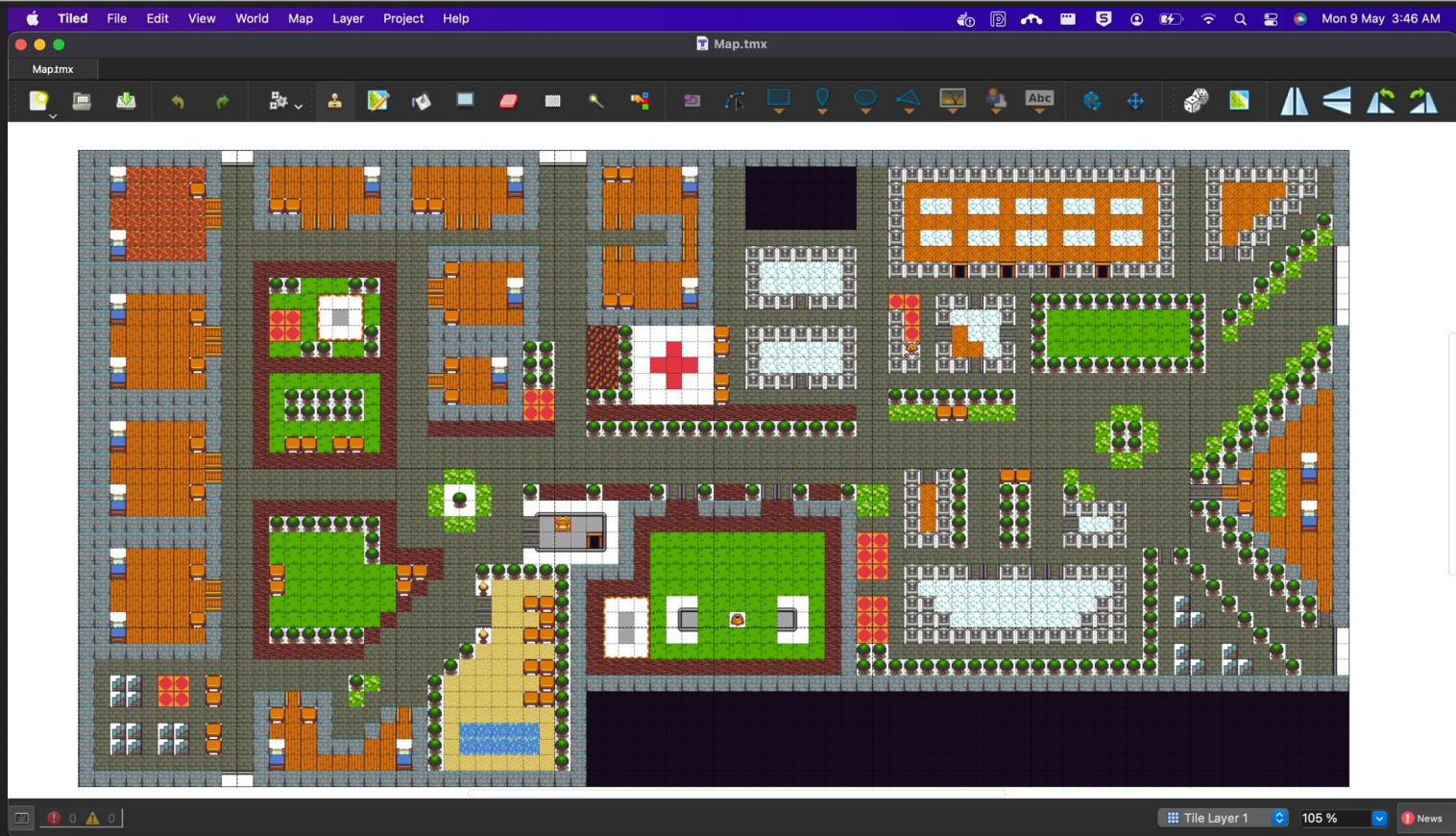
Nerdiness

Angry Professors



- Spawned at random locations on the map.
- Keep moving in straight lines and when hit with obstacle, pick random direction.
- When interacting with a professor, the energy decreases and the nerdiness increases.
- Can interact only once per 5 seconds.

Game Map



Game Modes

Two types of Game Modes:

- Single player
- Multi player
 - Local (same keyboard)
 - Using Sockets

Selecting the Game Mode



How to Play

In single player:

- W: move up
- A: move left
- S: move down
- D: move right

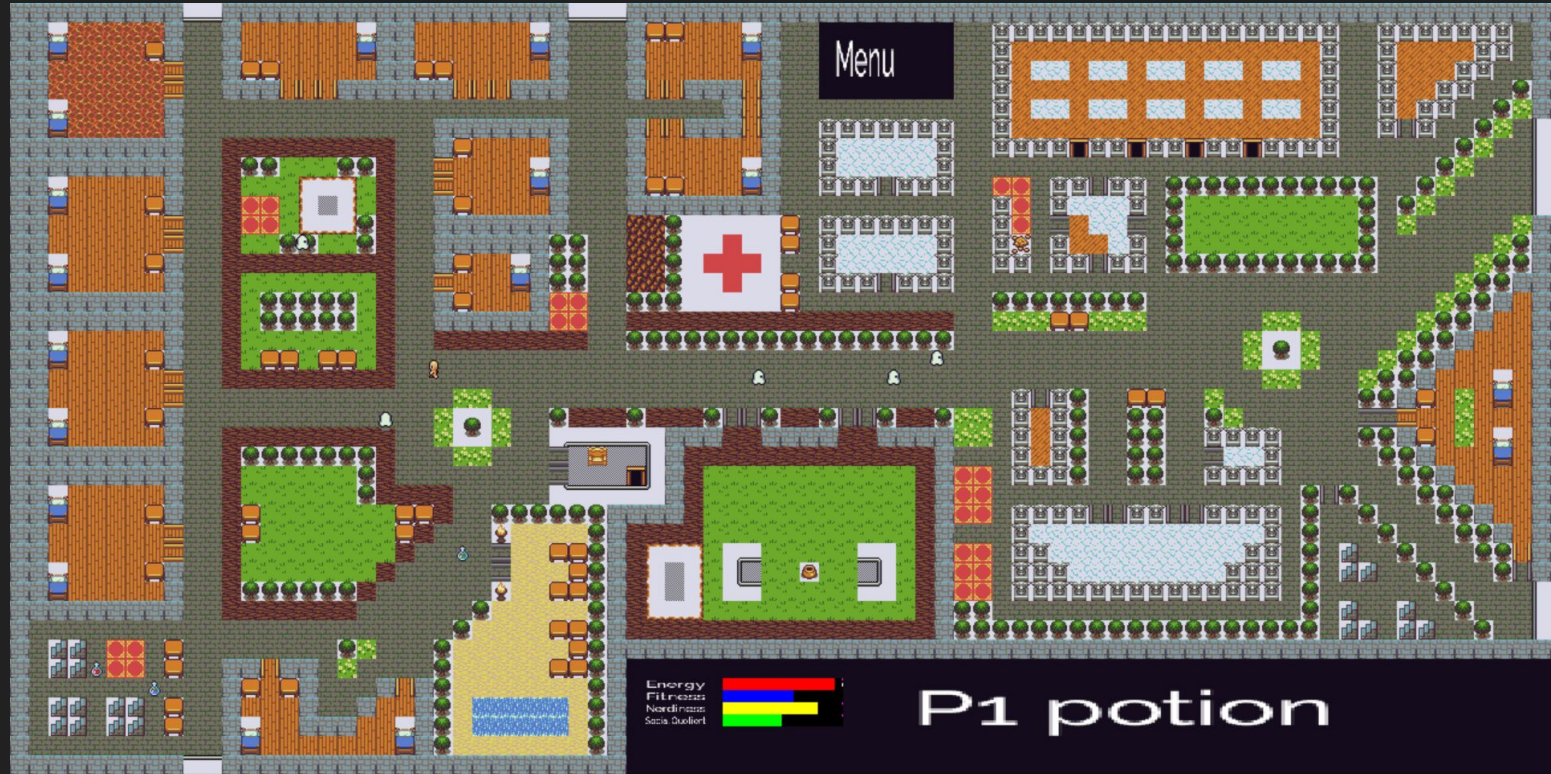
In multiplayer (P1):

- W: move up
- A: move left
- S: move down
- D: move right

In multiplayer (P2):

- Up Arrow: move up
- Left Arrow: move left
- Down Arrow: move down
- Right Arrow: move right

Single Player



Multi-player (local)



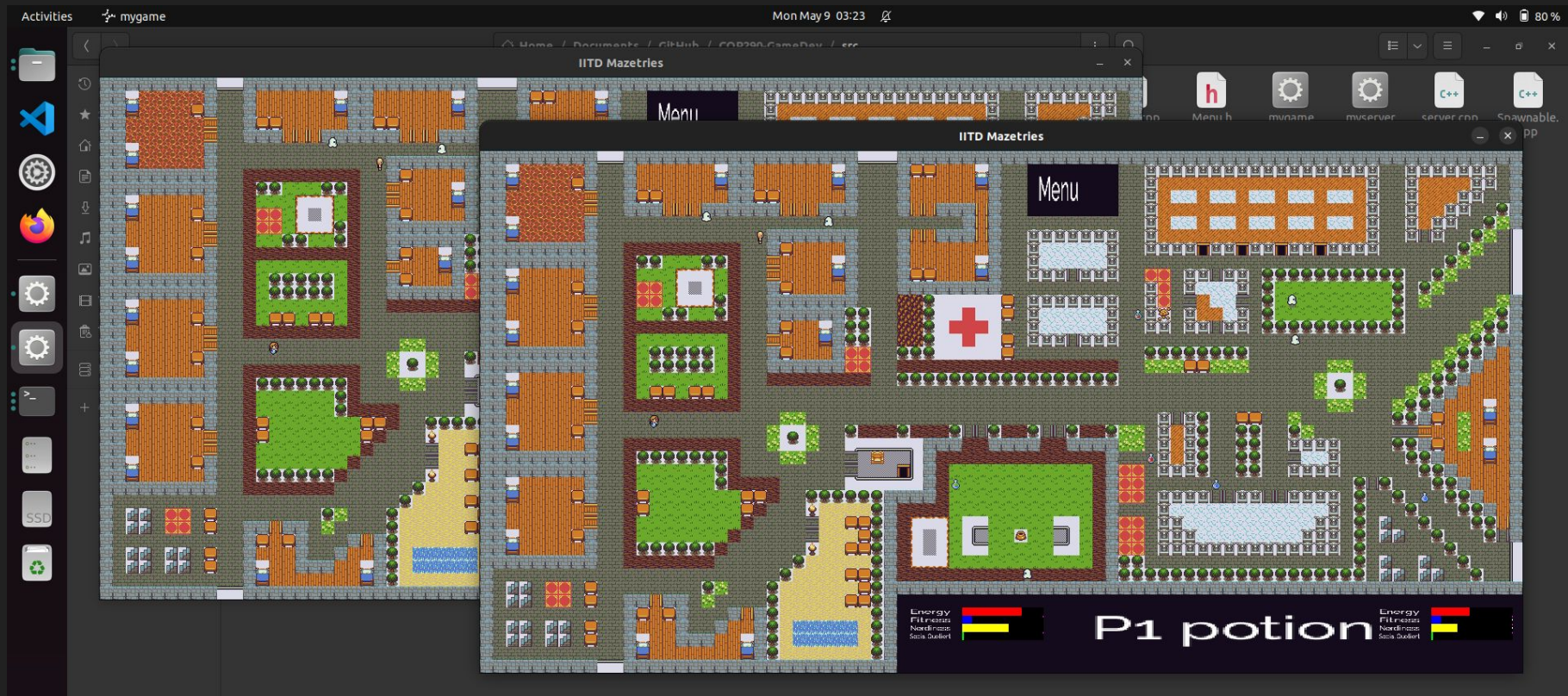
Multi-player (sockets)

```
kshitij@kshitij-Swift-SF314-57G: ~/Documents/GitHub/COP290-GameDev/src$ ./myserver
Client 1 Connected
Client 2 Connected
█
```

```
kshitij@kshitij-Swift-SF314-57G: ~/Documents/GitHub/COP290-GameDev/src$ ./mygame
SDL init success
Window created
Renderer created
ID assigned: 1
█
```

```
kshitij@kshitij-Swift-SF314-57G: ~/Documents/GitHub/COP290-GameDev/src$ ./mygame
SDL init success
Window created
Renderer created
ID assigned: 2
```

Multi-player (sockets)



Characters



Time for Demo

Thank You