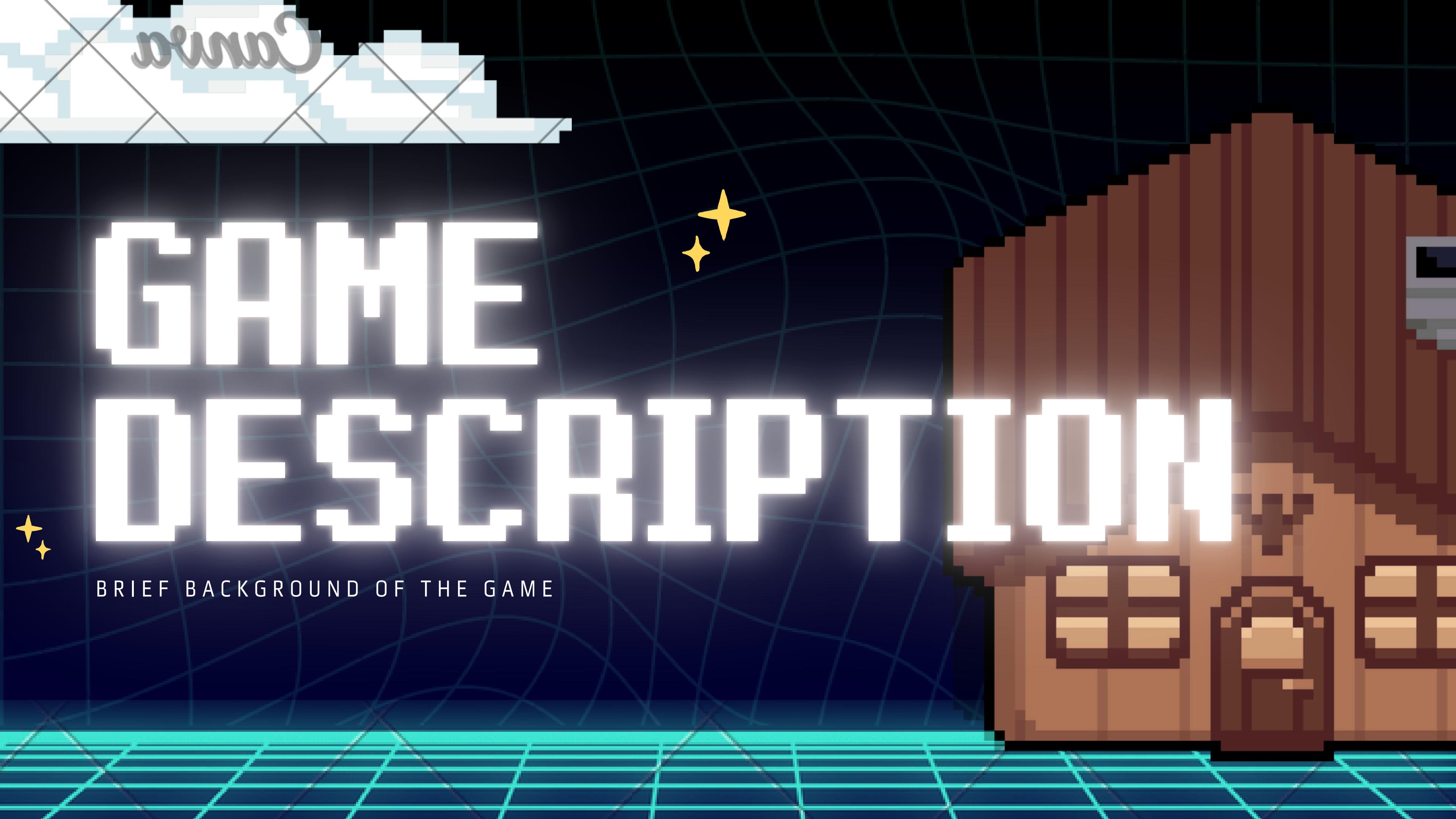


UNIVERSITY OF THE PHILIPPINES CEBU
DEPARTMENT OF COMPUTER SCIENCE

TAG

PRESENTED BY:

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Game Description

BRIEF BACKGROUND OF THE GAME

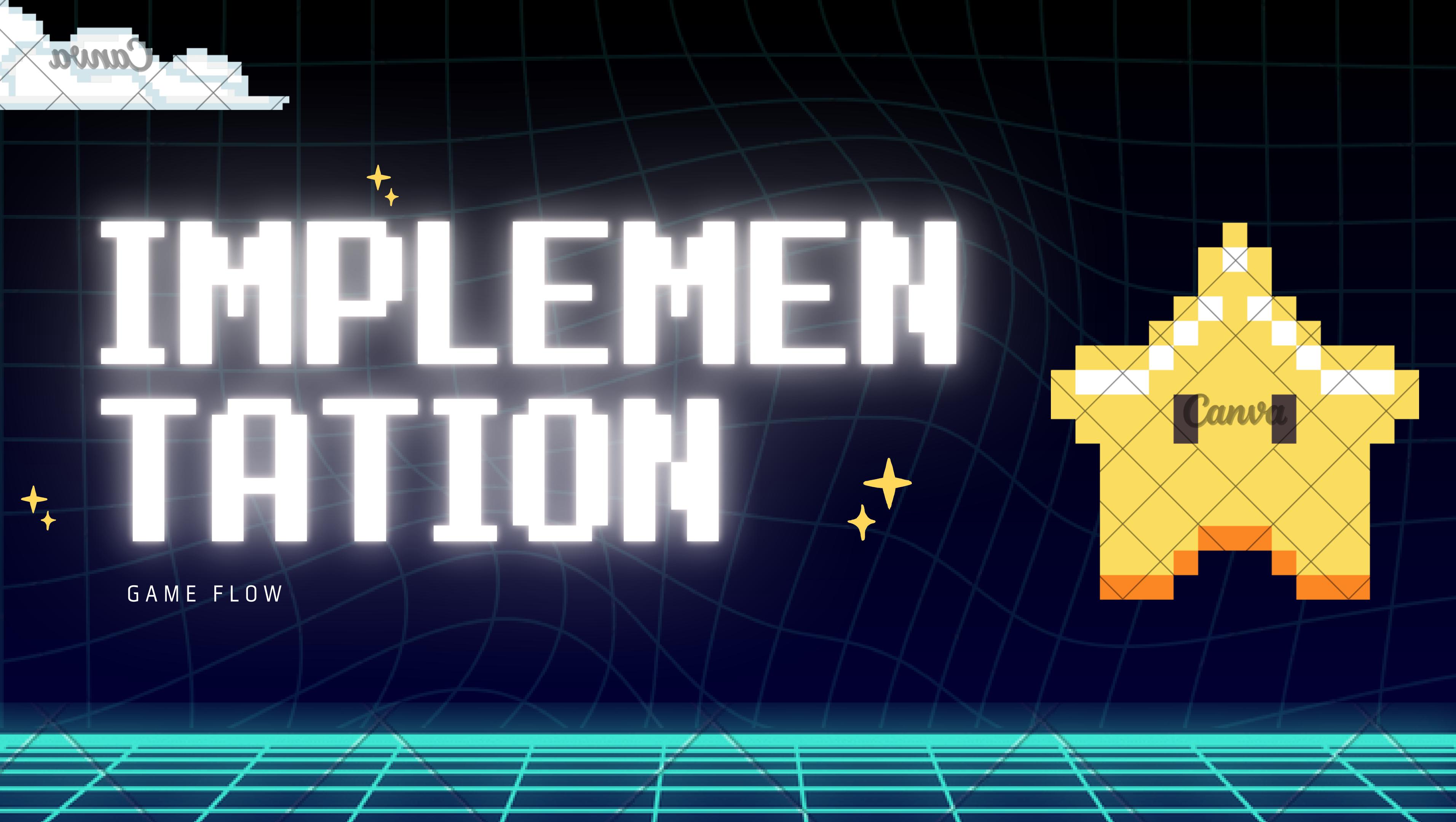


DESCRIPTION

Tag is a simple 2D game inspired by the beloved childhood game or Larong Pinoy called, "Taya" or in Cebuano, "Dakop-dakop".

Here, you are tasked to tag all other players while also avoiding being tagged by them. The single-player game features 3 unique characters, including the player, each with a distinct tag strategy. Set in a playground with obstacles like trees and buildings, the game includes two shield bases that provide temporary protection from being tagged and an "out" fence for eliminated players. The "it" player chases others, who must avoid being tagged. A player is eliminated after being tagged three times by the "it" player.

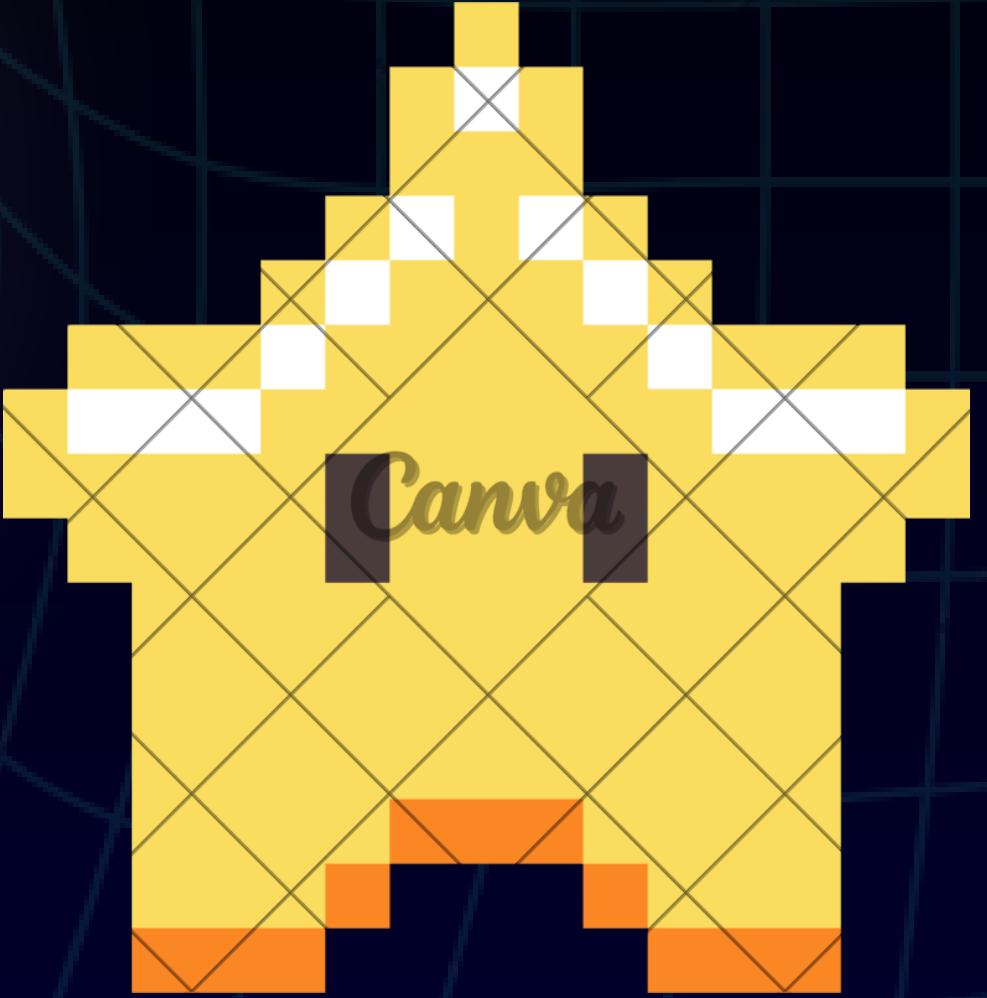




Canva

TAP & CHAIN
TATTOO

GAME FLOW

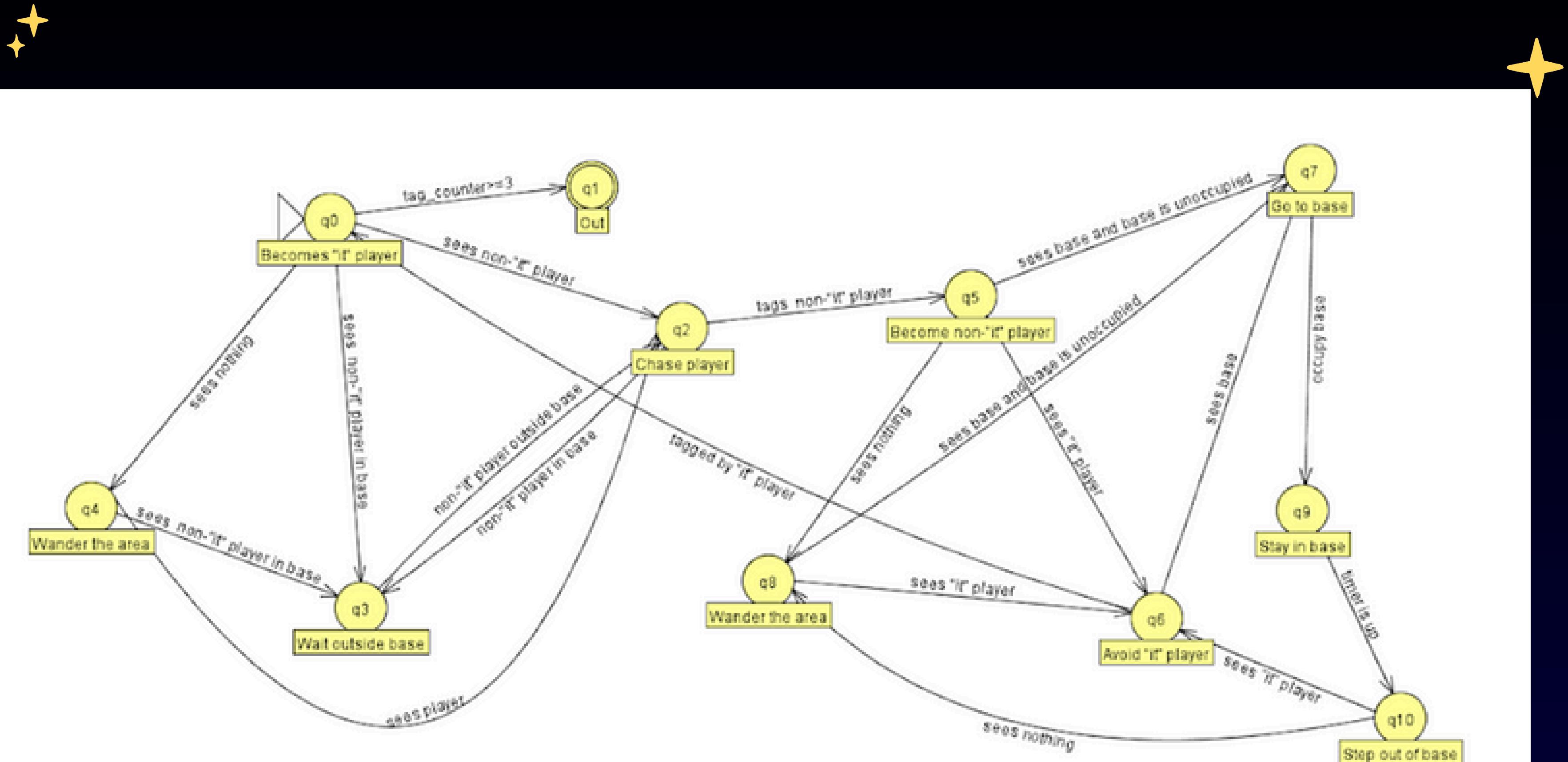


drinks

IMPLEMENTATION

The game will be implemented using Godot Game Engine using GDscript or Python using pygame module. The game states and each character's behavior is governed by a DFA (Deterministic Finite Automaton) based on game conditions. For example, a basic NPC behavior can be described by some pseudo-DFA below.





Game
Tech Hunter

Canva

HEL-CHAMPS

If you are the “it” you must chase every single non-“it” player and tag them with the goal of eliminating all of them. But if you are a non-“it” player, then you must avoid the “it” player at all costs so that you can avoid being tagged and eliminated. It’s either you eliminate them or you get eliminated.

You can navigate using the WASD keys: W moves you up, A moves you left, S moves you down, and D moves you right, with the spacebar used for tagging.





Sprites

<https://pixel-boy.itch.io/ninja-adventure-asset-pack>



UI Design

Ronan Alcordo



**THE
DEMOCRATIC**

