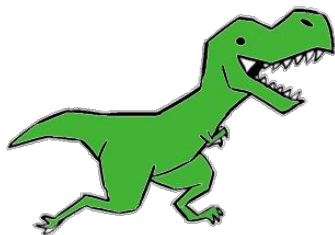
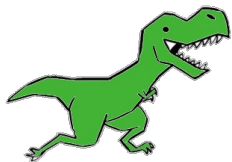


The Little Dino

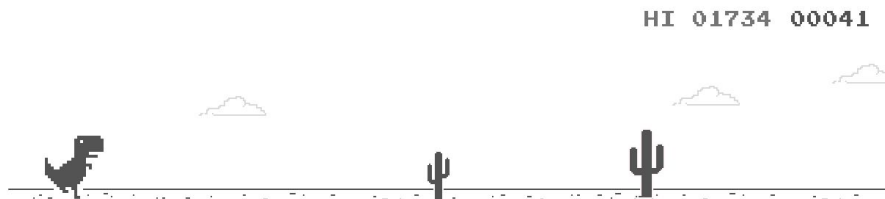


Lichen Dong & Qianchun Yuan



Our Idea

- Chrome's offline game + ICS chat system
- Individual + Competition



No internet

Try:

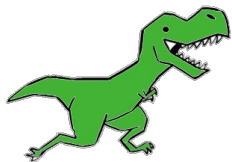
- Checking the network cables, modem, and router
- Reconnecting to Wi-Fi

ERR_INTERNET_DISCONNECTED

```
chat_system_full_version — Python chat_cmdl_client.py — 69x21
KeyboardInterrupt
Kaye-Mac:chat_system_full_version Kaye$ python3 chat_cmdl_client.py
pygame 1.9.6
Hello from the pygame community. https://www.pygame.org/contribute.ht
ml
Welcome to ICS chat
Please enter your name:
a

++++ Choose one of the following commands
time: calendar time in the system
who: to find out who else are there
c _peer_: to connect to the _peer_ and chat
? _term_: to search your chat logs where _term_ appears
p _#_: to get number <#> sonnet
g: to play the game little dino
gr: to get your highest score
q: to leave the chat system

Welcome, a!
```



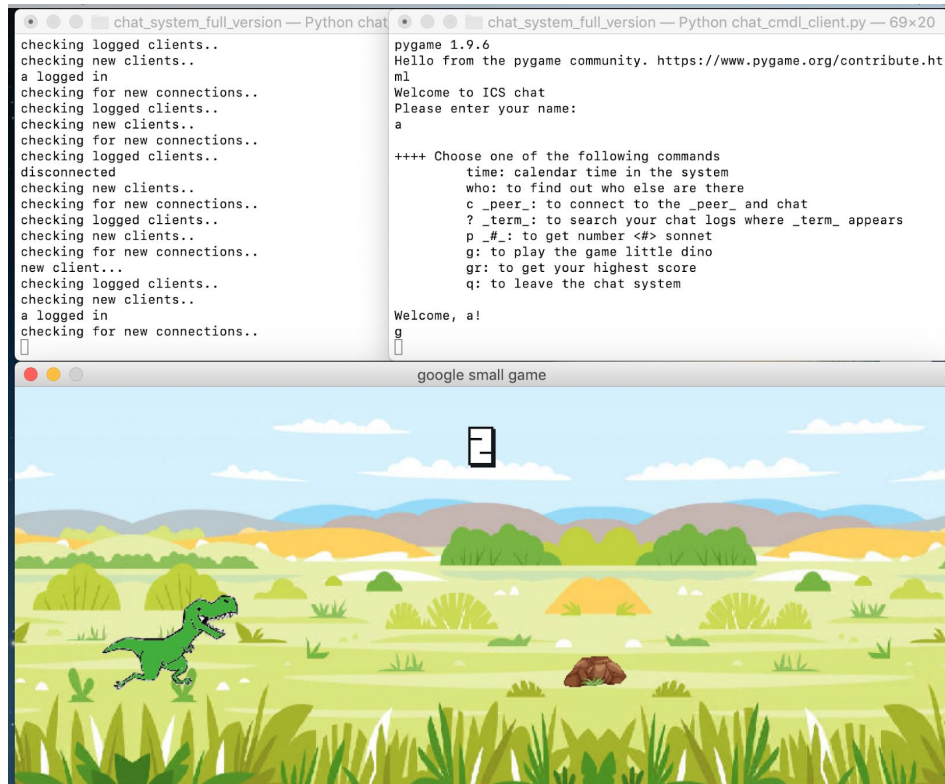
Our Achievement

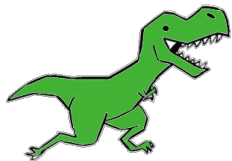
- 1-client mode
 - Play game
 - Get score
 - Recall highest score

```
chat_system_full_version — Python chat_cmdl_client.py — 69x20
Welcome to ICS chat
Please enter your name:
a

++++ Choose one of the following commands
time: calendar time in the system
who: to find out who else are there
c _peer_: to connect to the _peer_ and chat
? _term_: to search your chat logs where _term_ appears
p _#_: to get number <#> sonnet
g: to play the game little dino
gr: to get your highest score
q: to leave the chat system

Welcome, a!
g
game ends, you final score is 3
gr
(your highest score is 4)
```

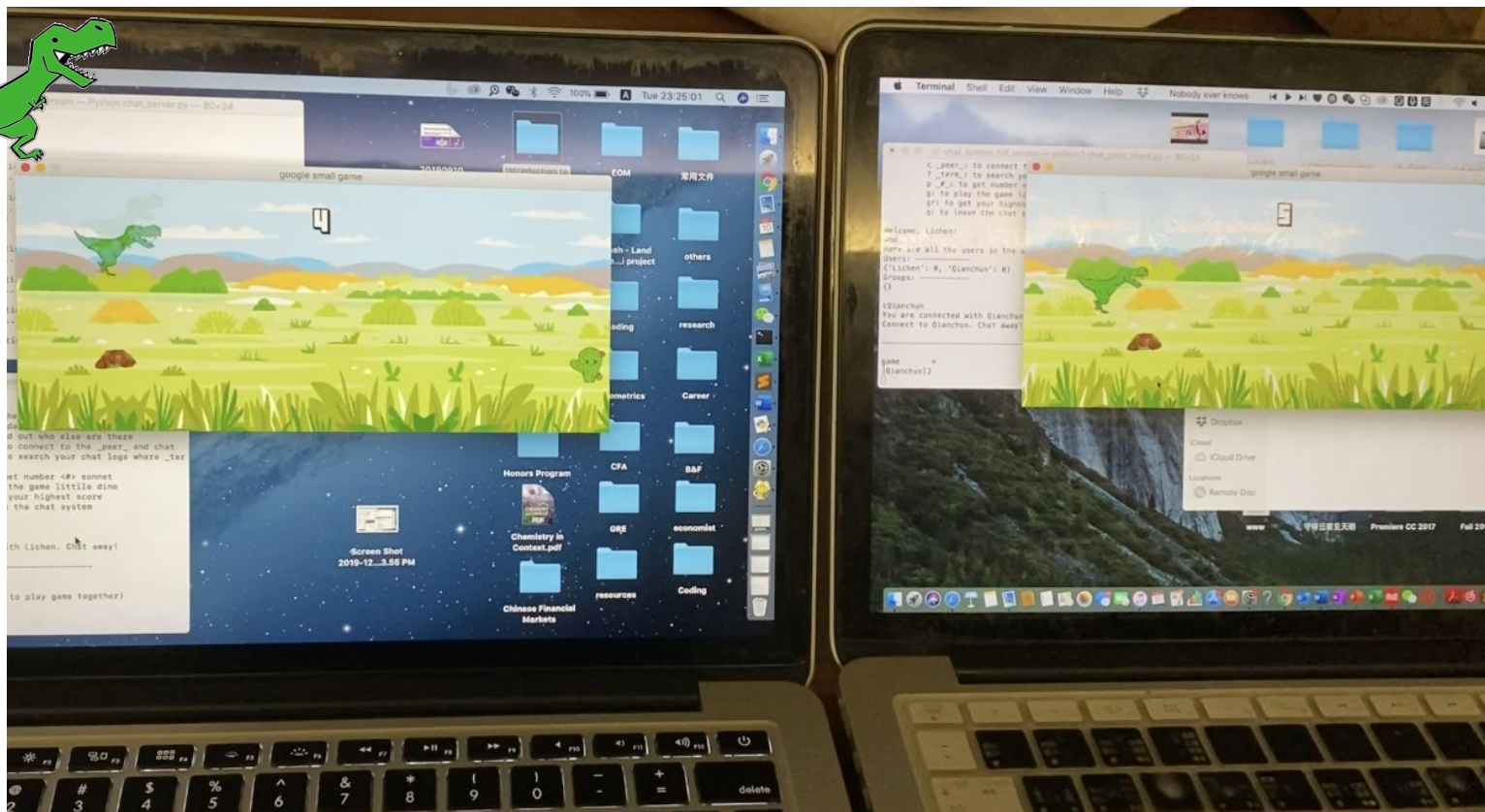




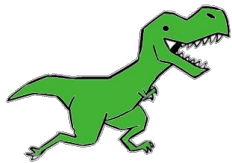
Our Achievement

- Chat-group mode
 - 1 - 1 battle! 2 clients play game at the same time
 - Show the competition result to all group members
 - Show off one's highest score

chat_system_full	chat_system_full	chat_system_full_version — Python chat_cmdl_clie...
Welcome, a! g game ends, you final score gr (your highest score is 4) Request from c You are connected with c. C	g: to play the ga gr: to get your q: to leave the c Welcome, b! ca You are connected with a Connect to a. Chat away!	Welcome, c! You are connected with a Connect to a. Chat away!
----- (b joined)	----- (b joined)	----- (b joined)
game [b]J (b scored 4) (a scored 0) gr (a's highest score is 4)	[a]game (a invites you to play game together) (Join by type J) [b]J (a and b is playing now.) (b scored 4) (a scored 0) [a]gr (a's highest score is 4)	[a]game (a invites you to play game together) (Join by type J) [b]J (a and b is playing now.) (b scored 4) (a scored 0) [a]gr (a's highest score is 4)

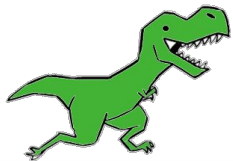


On 2 computers!



Demo Time !





Our Approach

The game

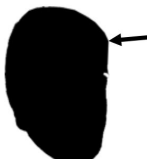


- Pygame ¹
- The background and obstacles (stones & cactuses) move
- Start - Play - Game over
- Position of dinosaur & obstacle2

Original



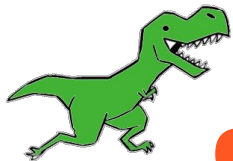
Mask



1. https://blog.csdn.net/qq_44807642/article/details/102810230

The chat system

- client_state_machine
 - self.state == S_GAME
- server
 - ["actions"]:
 - ["game"]
 - ["join"]
 - ["score"]
 - ...



Challenges

- Compatibility of Pygame & Mac
- while loop in the game & chat updates

Further improvement

- Play game and chat parallelly
- Include multiple games

Thank you!

