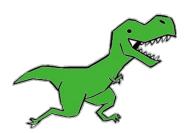
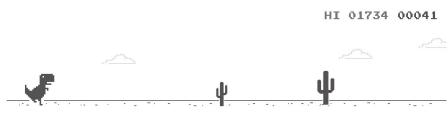
## The Little Dino



Lichen Dong & Qianchun Yuan



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



#### No internet

#### Try:

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

Kayes-Mac:chat\_system\_full\_version Kaye\$ python3 chat\_cmdl\_client.py

Hello from the pygame community. https://www.pygame.org/contribute.ht

KeyboardInterrupt

Welcome to ICS chat

pygame 1.9.6

chat\_system\_full\_version — Python chat\_cmdl\_client.py — 69×21

ERR\_INTERNET\_DISCONNECTED



### **Our Achievement**

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

```
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)
```

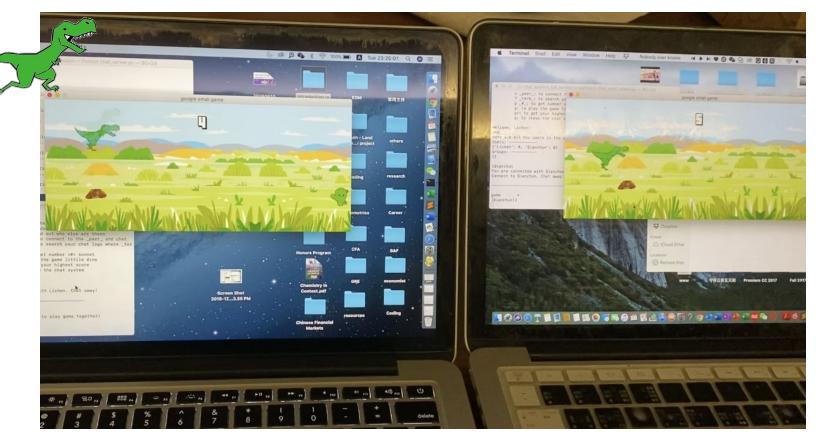
```
💿 🌑 🕒 chat_system_full_version — Python chat 💿 🔘 🕒 chat_system_full_version — Python chat_cmdl_client.py — 69×20
checking logged clients..
                                              pygame 1.9.6
checking new clients..
                                              Hello from the pygame community. https://www.pygame.org/contribute.ht
a logged in
checking for new connections..
                                              Welcome to ICS chat
checking logged clients..
                                              Please enter your name:
checking new clients..
checking for new connections..
checking logged clients..
                                              ++++ Choose one of the following commands
disconnected
                                                       time: calendar time in the system
checking new clients..
                                                       who: to find out who else are there
checking for new connections..
                                                       c peer: to connect to the peer and chat
checking logged clients..
                                                       ? _term_: to search your chat logs where _term_ appears
checking new clients..
                                                       p _#_: to get number <#> sonnet
checking for new connections..
                                                       g: to play the game little dino
new client...
                                                       gr: to get your highest score
checking logged clients..
                                                       q: to leave the chat system
checking new clients..
a logged in
                                              Welcome, a!
checking for new connections...
google small game
```



## **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	o that_system_full_version — Python chat_cmdl_clie
577 86	g: to play the ga	
Welcome, a!	gr: to get your h	
g	q: to leave the d	ca
game ends, you final score		You are connected with a
gr	Welcome, b!	Connect to a. Chat away!
(your highest score is 4)	ca	
Request from c	You are connected with a	
You are connected with c. C	Connect to a. Chat away!	
		(b joined)
		[a]game
(b joined)	[a]game	(a invites you to play game together)
	(a invites you to play gam	(Join by type J)
game	(Join by type J)	[b]J
[b]J	J	(a and b is playing now.)
(b scored 4)	(b scored 4)	(b scored 4)
(a scored 0)	(a scored 0)	(a scored 0)
gr	[a]gr	[a]gr
(a's highest score is 4)	(a's highest score is 4)	(a's highest score is 4)



On 2 computers!



# Demo Time!



## Our Approach

### The game



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

Original



Mask



1. https://blog.csdn.net/ga 44807642/article/details/102810230

#### The chat system

- client\_state\_machine
  - self.state == S\_GAME
- server
  - o ["actions"]:
    - ["game"]
    - ["join"]
    - ["score"]
    - **...**



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

### **Further improvement**

- Play game and chat parallelly
- Include multiple games

# Thank you!

