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Circle of Death Readme

Our competitive game features players placed in a circular red tank-like vehicle. They can move with the WASD keys, adjust the camera with mouse movement, and press Q for a repelling wave to be projected from the front of their tank. The platform(s) on which the game takes place are constantly shrinking, so players are forced to mind their positioning over time as the last tank standing emerges the victor. To add one more layer of strategy, we added bombs to the game; spawning randomly on the platforms, the player can hold one at a time and drop them with E for more ways to force their opponent off the edge of the platform. One final thing that we added was a bumper to knock back players who touch it/are knocked into it. It knocks them back based on the direction from which they hit it, so this is one more piece of the game that we would hope for players to use strategically.

The game works to our knowledge seamlessly until a player disconnects (this can cause some breaking in our prototype version), and that the scene may glitch out and not respawn the players when someone wins, but otherwise there are no known glitches.