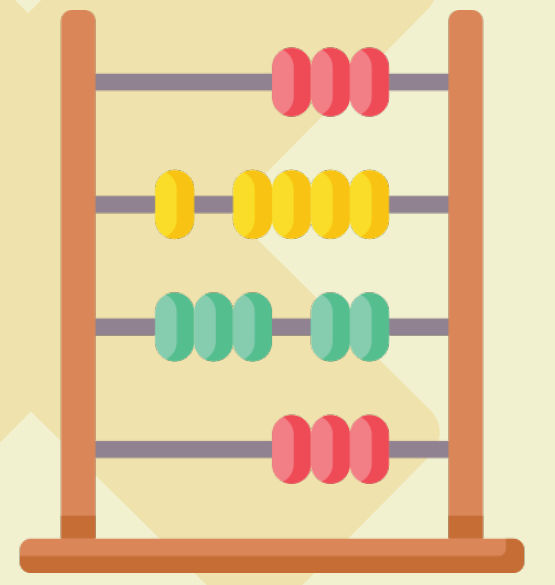


CAL-Q-LANER

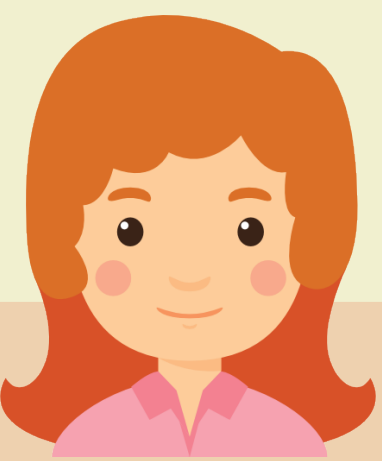


50.002 Computational Structure 1D Project - Team 3-4
Wong Wei En Matthew, Chow Jia Yi, Teo Wei Jie Zachary, Amanda Kosim



WHY THIS GAME CONCEPT?

WE WERE INSPIRED BY A TURN-BASED TOWER DEFENCE GAME CALLED CALCULORDS, WHICH INTERESTINGLY USES ARITHMETIC OPERATIONS TO SUMMON UNITS. WE ADAPTED THEIR GAME AND ADDED A MULTIPLAYER TWIST TO IT FOR SOME MULTIPLAYER COMPETITIVE EXTRAVAGANZA!



SEEMS INTERESTING! HOW DO I PLAY IT?

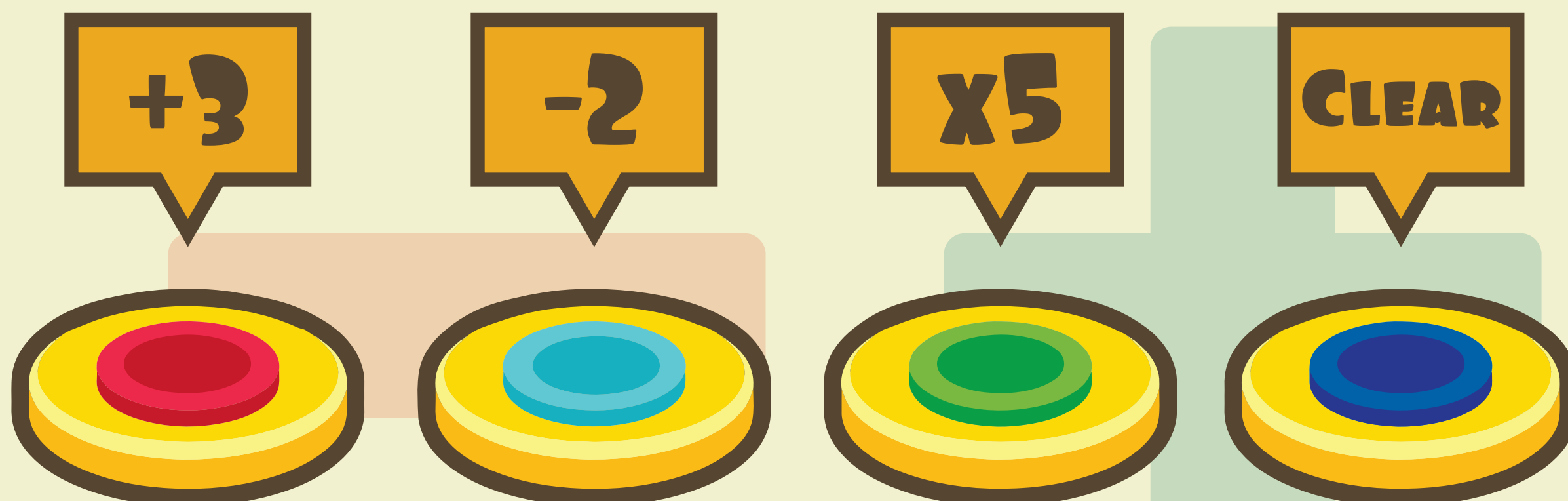


20 > GOAL NUMBER

1 THIS IS A 'LANE'. IT SHOWS YOUR POSITION (AND YOUR FRIEND'S!). YOUR GOAL IS TO CAPTURE THE FLAG BY ADVANCING YOUR CHARACTER THERE. YOU DO SO BY EQUATING YOUR CURRENT NUMBER TO THE GOAL NUMBER!

2 MAKE USE OF THESE 3 OPERATIONS TO REACH THE GOAL NUMBER! NO LIMITS IN USING THEM! CLEAR BUTTON WILL MAKE YOUR NUMBER BECOME 0!

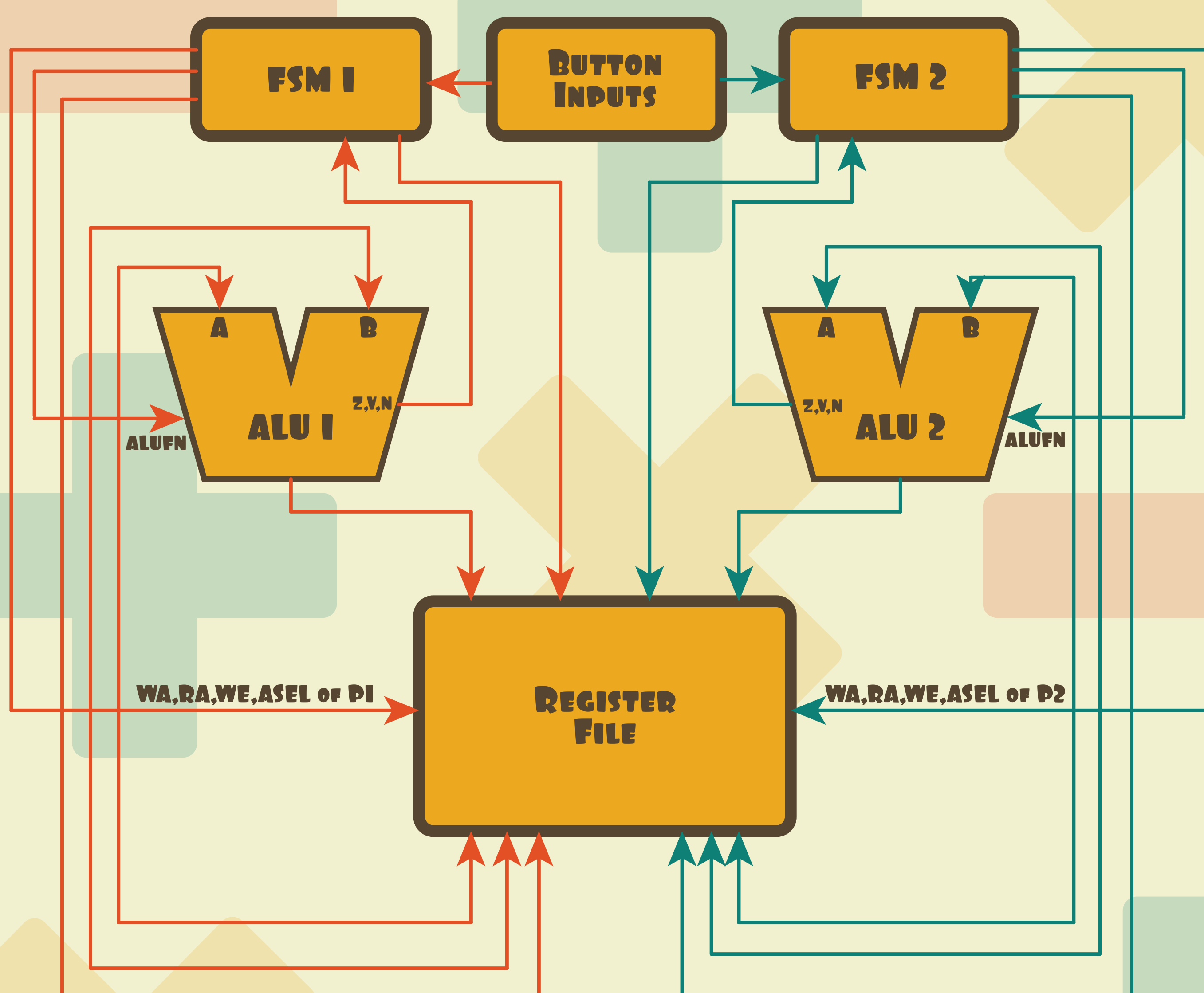
6 > CURRENT NUMBER



3 RACE WITH YOUR FRIEND TO SEE WHO CAN CAPTURE MORE FLAGS!



DATA PATH



STATE TRANSITION DIAGRAM!

