

CMD2: 2D ENDLESS RUNNER

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RUNNER - Write a networked multiplayer "endless runner in space" type game, with ASCII graphics, where separate people control each axis.

In this project, you'll be writing a network-capable multiplayer game that consists of a two-dimensional area through which the player is travelling. Imagine a ship flying through an asteroid field dodging and blasting asteroids, or a kayaker navigating down a treacherous class 3 rapid.

The setting, style, and objective of the game are up to you, but the final project must satisfy the following requirements:

- It must compile and run on the OSU server flip.engr.oregonstate.edu without any installation of additional software or libraries.
- It must support 2 people playing at one time: one person will control the X movement axis, and the other Y movement axis.
- Each of the two players will make a network connection to a server using the sockets API. Thus, there is server software and client software.
- The game must get progressively harder as it progresses. Consider that the average player will be a skilled player, and give them a game of at least a minute in length.
- Graphics must be restricted to the color ASCII set, and the visual API must use some form of the UNIX curses library.
- Extensive colored ASCII graphic embellishments will be required: explosions, clouds, etc.
- During the course of the game, the player should enter distinctly different graphical areas: a desert, jungles, cities, etc.
- The game must display and record high scores in an external data file(s) (the file must be human readable - consider XML or JSON).
- The player may have additional controls such as firing weapons, painting the ground, or otherwise interacting with the environment as he/she/it travels through it. Decide who (if not both) can utilize these extra controls.

Recommend Division of Labor:

- 1.Network Developer: Handles the creation of the networking code required to enable multiplayer play. Perhaps also develops the high score file(s).
- 2.Engine Developer: Writes the display of the game, including the refresh rate of the visuals, graphics, etc.

3. Input and Tools Developer: Creates code for the players to use to actually play and interact with the game, writing menus and loading screens, for example,