

# BOX INVASION

## INTRODUCTION

This arcade game is inspired by a game often played by student in school or colleges, when they are supposed to sit quietly, and they fail to concentrate on the lecture being delivered. The equipment needed for this game is as simple as it can be a pen and a paper. But in the modern age as the printed books are replaced by softcopies of books. We decided to digitalize our childhood game. The idea is simple, at the start of every game two players get a single board. This board has dots even number of dots on it equally spaced and places on the board in a manner that joining four dots will make a square/box. Players play turn by turn and only one line can be drawn per turn. The aim is to capture the most boxes and win. This application also enables the user to play with the computer which solves the problem of not having a mate to play.

## FEATURES

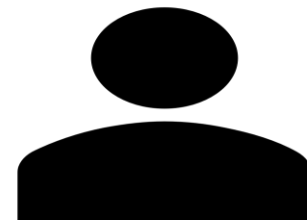
The application includes the following features:



Sign-Up and  
Login



Multiplayer  
game mode



Single player  
game mode



Game statics



Chat



Invite friends



## TECHNOLOGIES USED

Listed below are the technologies used:

- JavaScript
- Node JS
- Express JS
- Bootstrap CSS
- Passport JS
- Mongo DB
- Socket.IO

## TEAM MEMBERS

- A.B.S Tarannum
- Ibtehaj Ul Hassan
- Marvi Islam
- Muhammad Umar Shahid
- Niaz Hussain
- Shafiq Aslam

## SUGGESTED EXTENSIONS

As per our knowledge to extend this project, following features can be added:

- 3 or more player mode
- Dynamic board size
- Play as a guest
- Connect with social media
- Catalog champions
- Pause and resume game

## FIND MORE

<https://github.com/monk047/boxinvasion>