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# ROADMANIA GAME

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CSE126



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Submitted to  
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Link to download the game:

[https://drive.google.com/open?id=1VTHGYohKDiVWeFU\\_jwmOpPIC1wQkseH3](https://drive.google.com/open?id=1VTHGYohKDiVWeFU_jwmOpPIC1wQkseH3)

## Description

Our game “**RoadMania**” allows the player to control a vehicle that can be moved in the road in 2 directions and should try to stay alive as long as possible by gaining lives, killing enemies and avoiding intended obstacles

The game’s bonus features are:

- The game has 2 modes and 3 different maps.
- The game has levels with increased difficulty
- The game has a hall of fame which shows the best 5 scores in the game.

The game has 2 different modes:

1. **Attacker** mode where the user’s vehicle is trying to destroy other vehicles while moving to gain more score but it loses lives when hitting red vehicles as they have the power to hurt the user’s vehicle.
2. **Defender** mode where the user must avoid all vehicles to prevent the loss of lives, if the user is in a pinch and about to die he has the ability to fire a weapon to destroy the vehicle in-front of him but these are limited to 10 at the beginning of the game.

The game also has 3 different maps, namely grass desert and boat. Each mode comes with a varied set of vehicles that the user can choose from as shown in the user manual.

## Work Load

The work load was fairly distributed as follows:

- Youssef Khaled was responsible for the main menus, score design and non-gameplay styling
- Mohamed Sameh was responsible for the design of the labels appearing during playing the game and for the file keeping of the scores
- Nour El din Osama was responsible for the gameplay and the physics of the game and its different modes

The choices of design were chosen by consensus of team members

## User Guide

The vehicle moves up and down by the up and down keys in the keyboard, it speeds up using the left key, and fires rockets-in the designated modes-using the space bar.

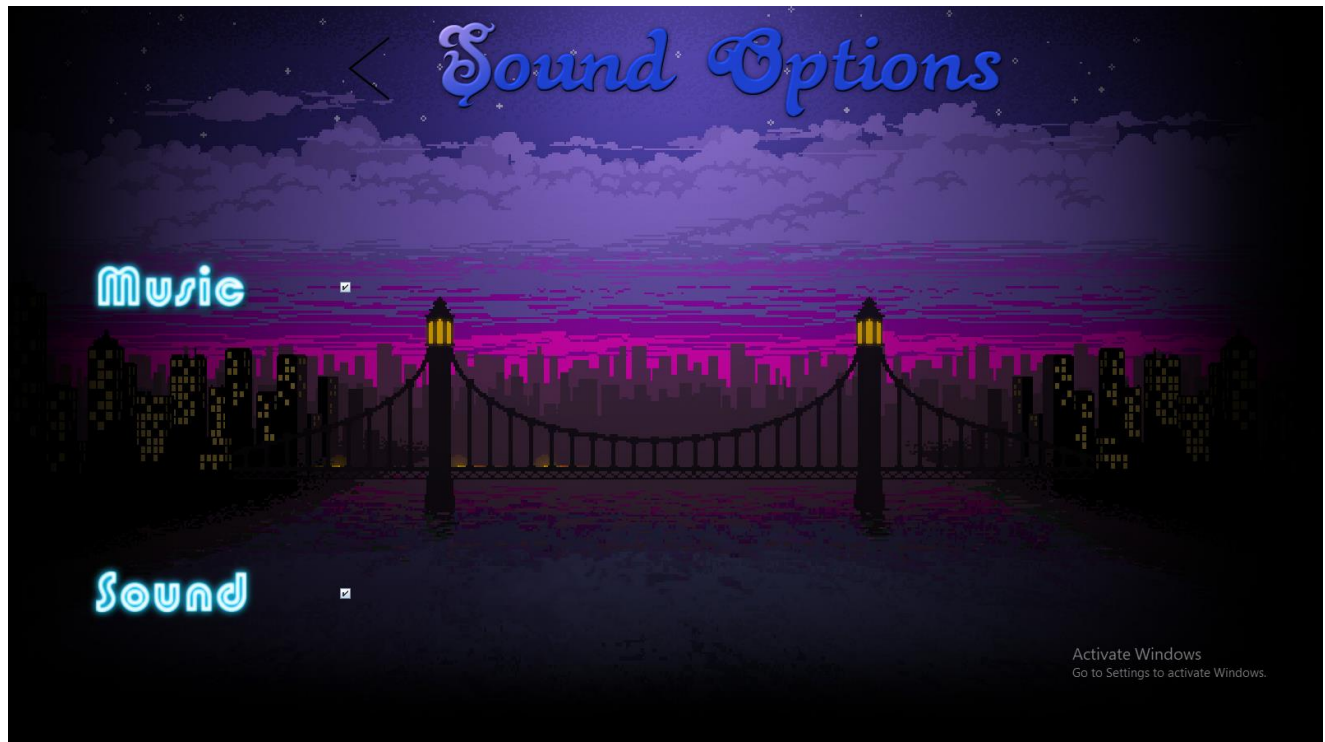
The following snapshots are taken live from the game to show in-game navigation.

## Tutorial on the game



The game has 5 options:

1. Start to choose a mode
2. Setting to control the music and sound.
3. Hall of Fame
4. Credits
5. Exit to close the game



This is the sound option menu

Here you can turn on or off the sound or the music.

## Starting the game

1. This Panel will appear when pressing the start button
2. Here you have to modes to choose from Attacker or Defender
3. We will start off by the attacker mode, as mentioned in this mode all you have to do is
4. destroy as much vehicles as you can without hitting the enemy's car (red).
5. Here you will be able to choose from 4 different modes (Chickens is still under development).



## Attack Mode:



6. This is the grass terrine the green vehicle on the right is the player.

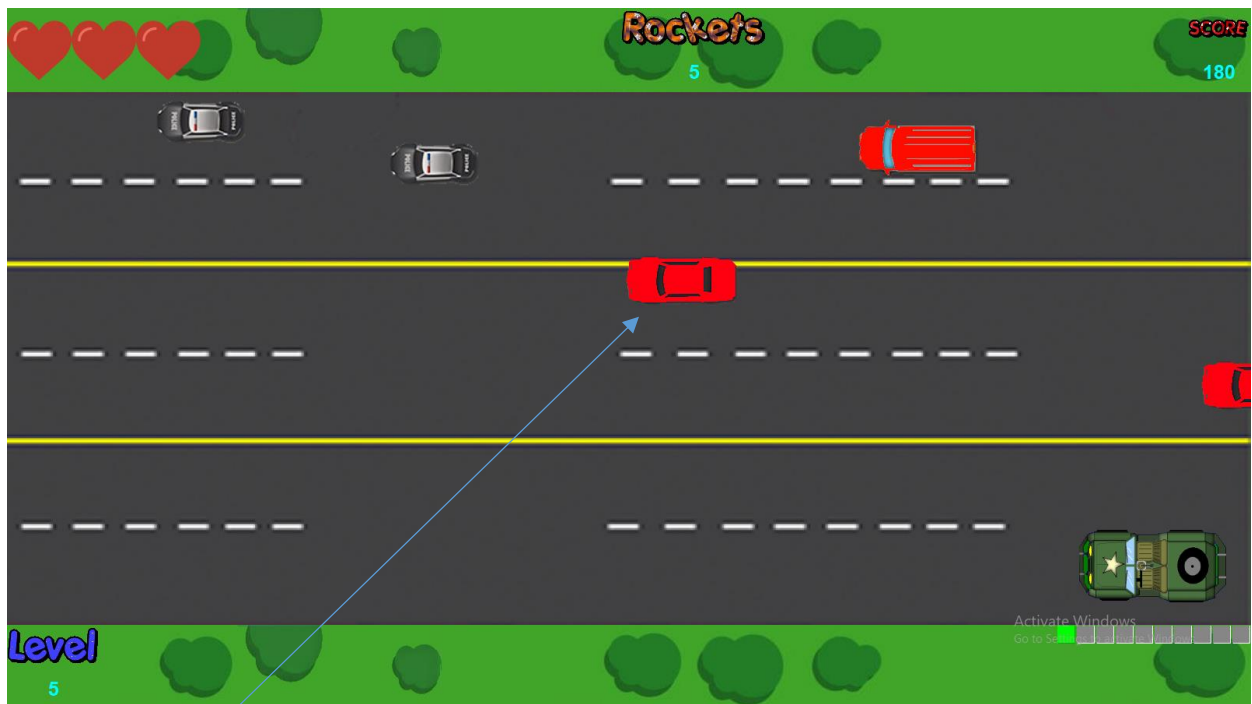


## Controls:

The controls are easy

1. Arrow up to move the player Up.
2. Arrow Down to move the player Down.
3. Left Arrow to speed up the game.
4. Space bar to shoot.
5. Esc to close the game.

Screenshot:



In the attack mode you should destroy as much vehicles as you can with out hitting the enemy vehicles.

This is the Desert Terrine

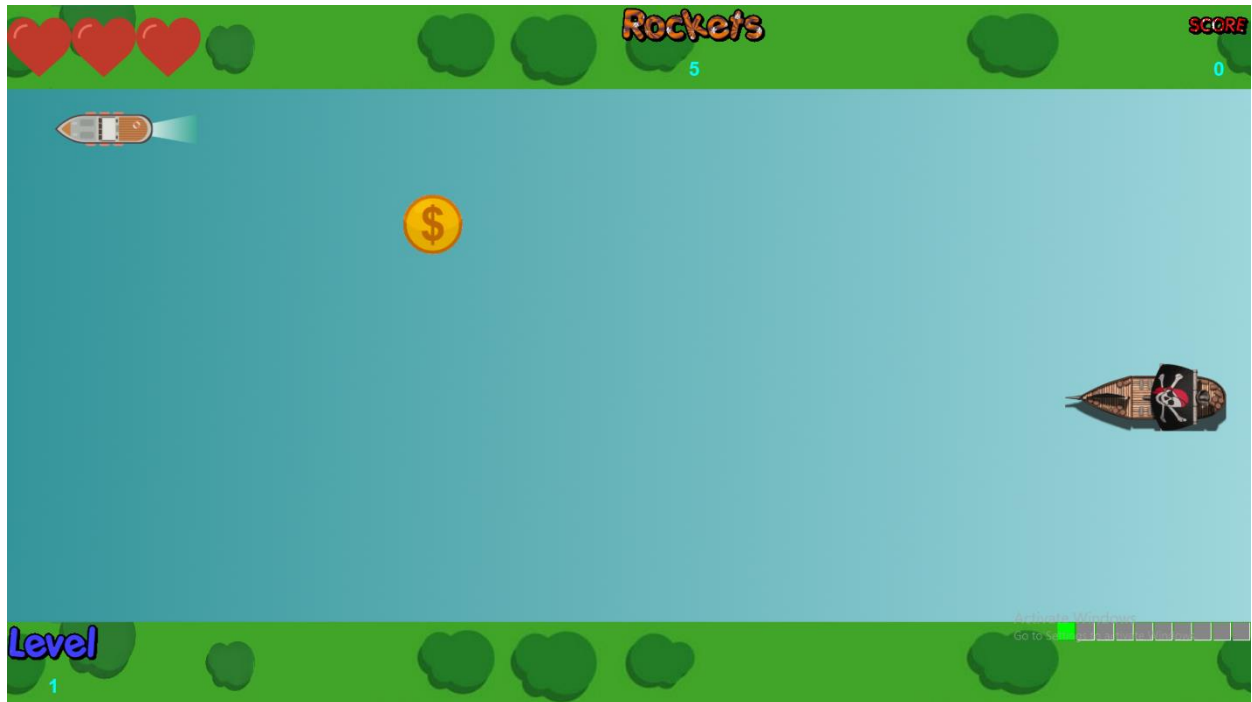




Shooting a fire ball



Sea Terrine in Attack Mode



Shooting a Cannon ball with same controls.

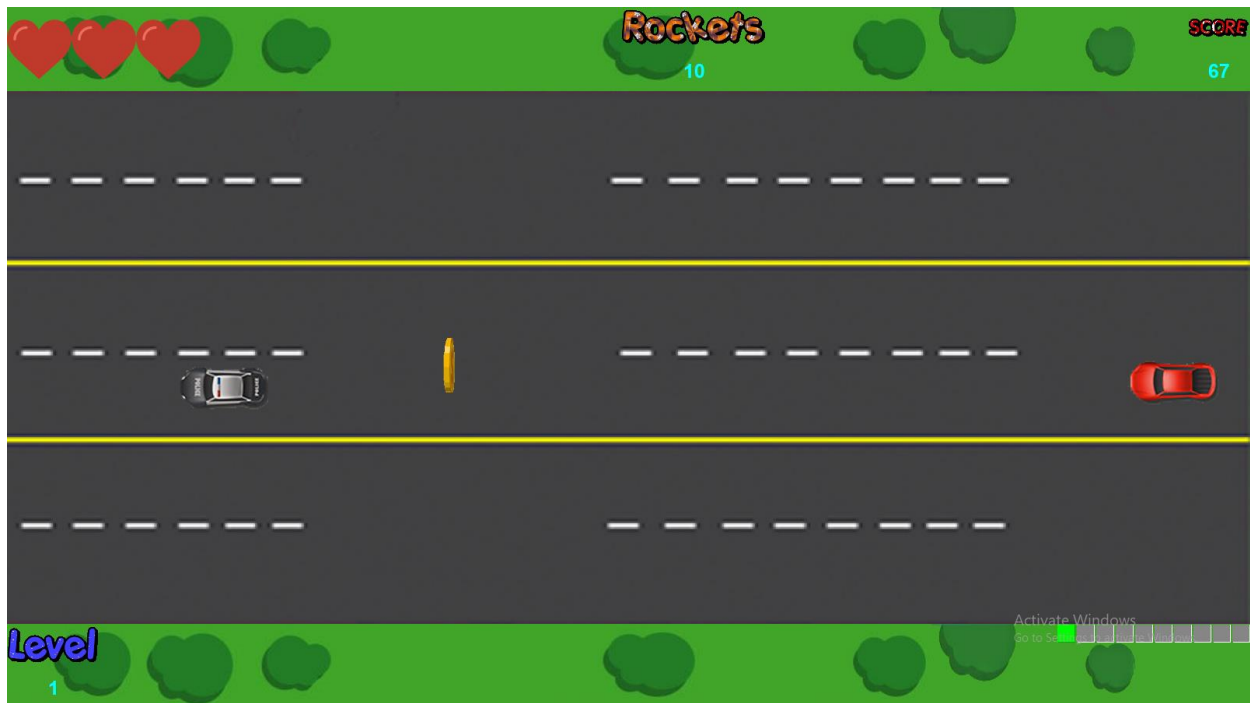


Defense Mode:

When Choosing Defense Mode you get to choose your vehicle.



In this mode you should avoid all cars the more you stay alive the bigger your score is,  
You start also on the right, but this time you have 10 rockets to save you at dangerous  
situations, that could destroy anything even a heart or a coin so aim good.



## Hall of Fame:

When dying you enter your name and if your score is of the top five then you will be added to the hall of fame.

