



IIT DELHI MAZE GAME

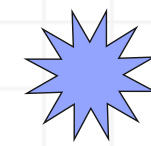
**Tanish Tuteja (2020CS10398)
and
Chinmay Mittal (2020CS10336)**



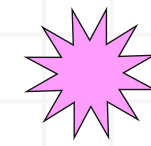
COP290 2021-22



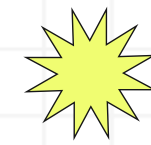
How To Play



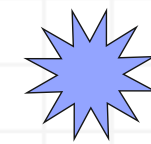
Install our code from GitHub, install appropriate libraries and compile the code using the MakeFile



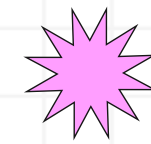
Set up a server and two clients playing over the same network, use the sever's IP address as a command line argument to the client's executable



Enter your name and wait for the server to pair you up with another player over the network

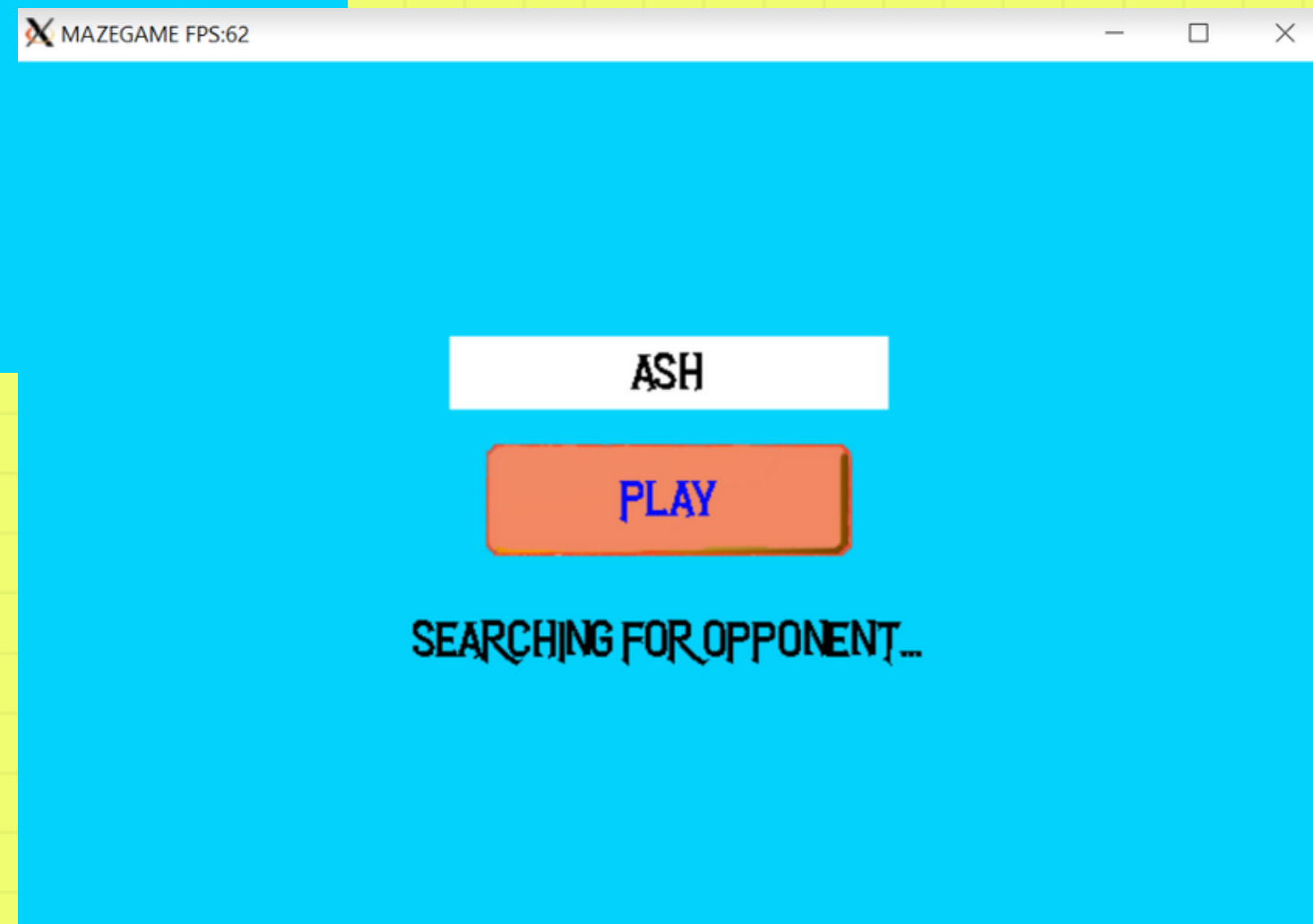
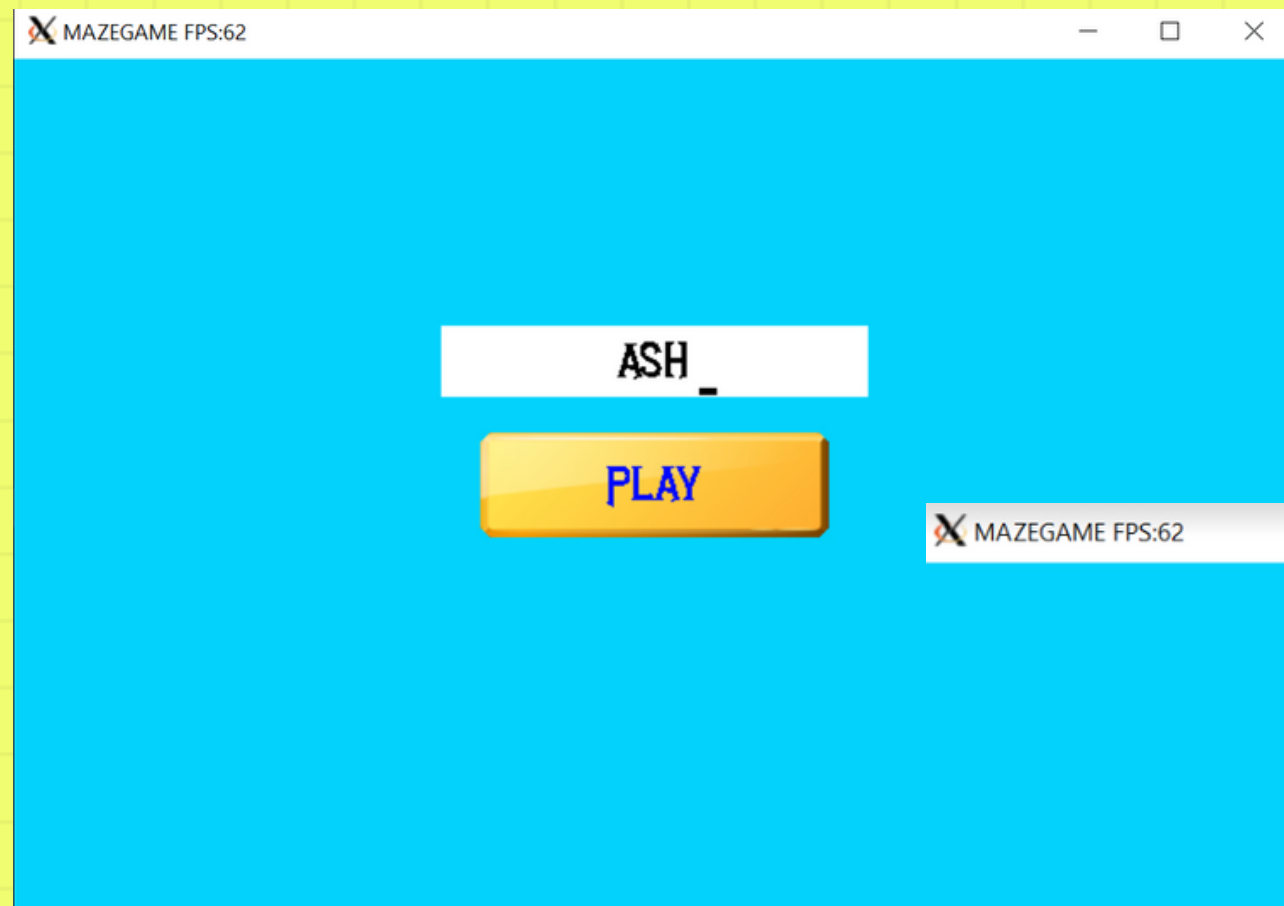
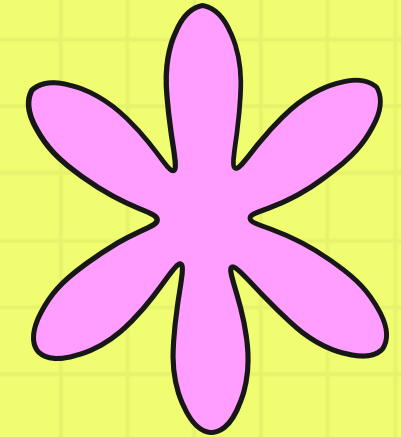


Interact with different entities and complete different tasks to earn points



The player with the most points wins!

Game Lobby

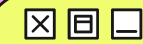


Enter your name at
the game lobby and
wait till you are
paired with another
player playing on the
same network

IIT Delhi Map



INSTRUCTIONS WILL APPEAR HERE, YOUR HOSTEL IS KARA



You will be randomly assigned a hostel and instructions related to entity interaction will appear on the bottom of the screen

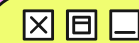
CHINMAY

HEALTH:



MONEY: 500

POINTS: 0



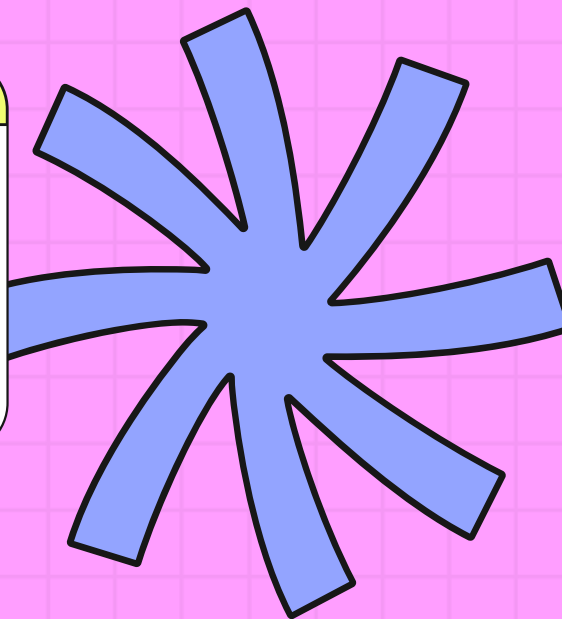
Your player has 3 attributes Health, Money and Points, which along with your opponent's attributes are visible on top of the screen

TIME: 05:30



A Timer is displayed on top of the screen, the game runs for about 5 minutes in the real world which corresponds to 24 hrs game time

THE PLAYER WITH THE MOST POINTS AT THE END
OF THE GAME WINS!!!



*Hostels

YOUR HOSTEL, B-BREAKFAST L-LUNCH D-DINNER SPACE-REST



Allotment

Once the game starts
you are randomly
allotted a hostel and
you spawn at the
entrance

Resting

You can rest at your
hostel to increase your
health

Meals

You can take breakfast,
lunch and dinner at
your hostel once a day
to increase your health
at specific times

PLAYER HEALTH & MONEY

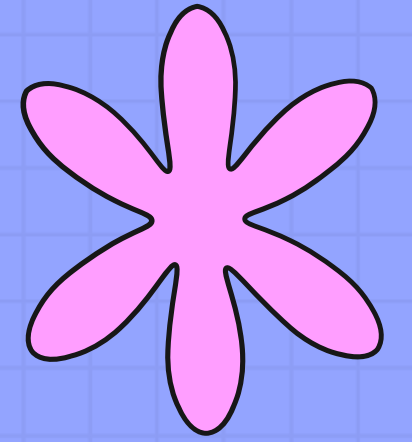
If your health decreases to zero you respawn at the hospital with full health at the cost of 10 points

if your money decreases to zero then it is reset at the cost of 10 points

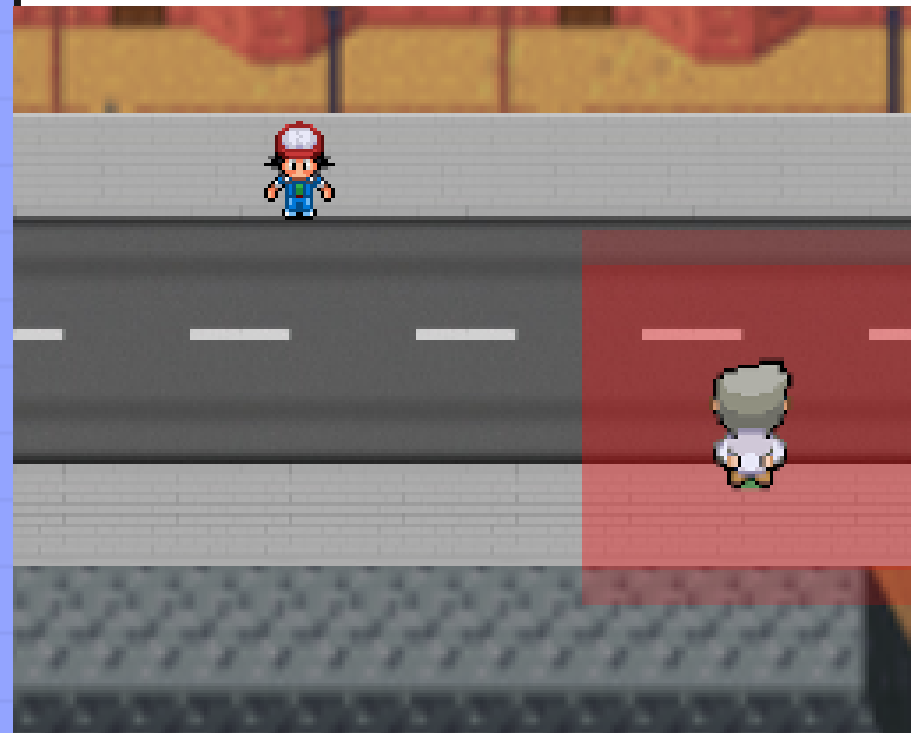
You can earn money by performing at OAT and you can also regenerate your health by eating/drinking at food joints



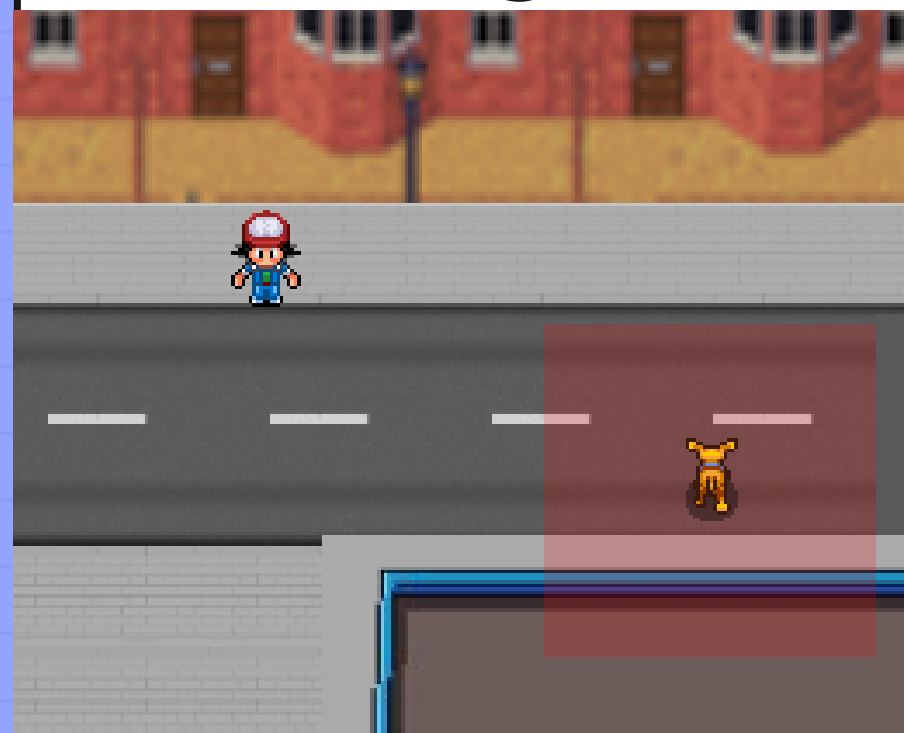
Non Playable Characters



Professors



Dogs

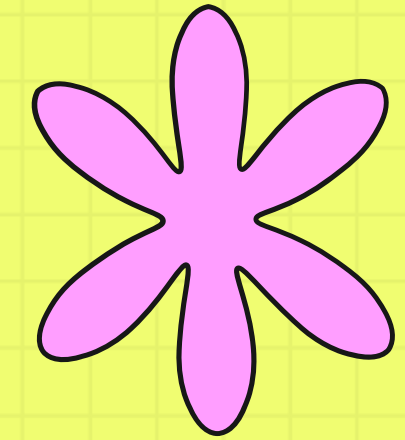


Robbers



We have added three types of Non-Playable Characters, they move around the map randomly and the player is supposed to avoid the dangerous red zones, in case a player comes in any one of these he/she loses points/health and the NPC becomes disabled for some time indicated by the yellow region

Task Lists



TASKS

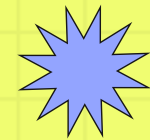
BUY STATIONERY FROM THE SHOP

GET DOCUMENTS VERIFIED FROM MAIN BUILDING

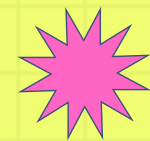
BUY VEGETABLES

PLAY FOOTBALL

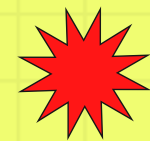
TAKE ID CARD FROM SECURITY OFFICE



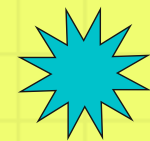
The tasks the player is expected to complete appear on the right side of the screen



To complete a task visit the corresponding location and interact with it

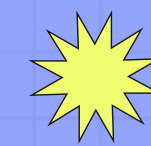
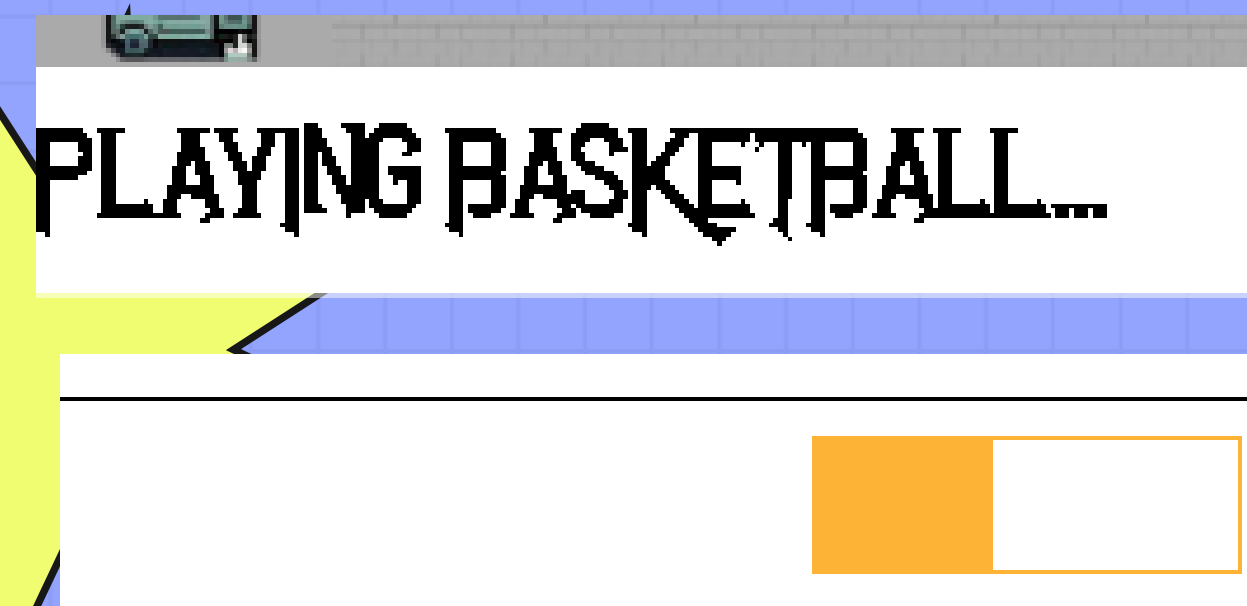
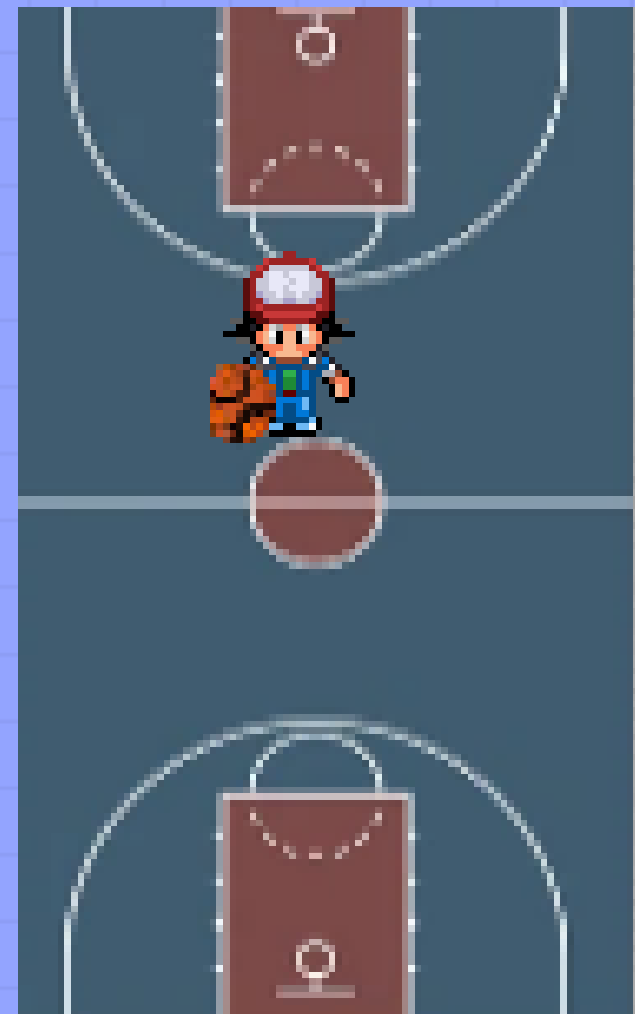


You can earn points (10) for completing the tasks from the task list

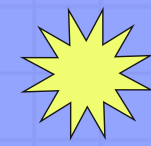


Every task completed is replaced with a new random task from a predefined task list

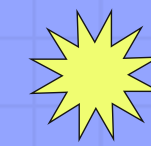
Entity Interaction



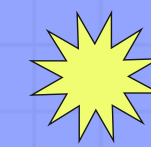
To interact with an object we provide the corresponding instruction on the bottom of the screen



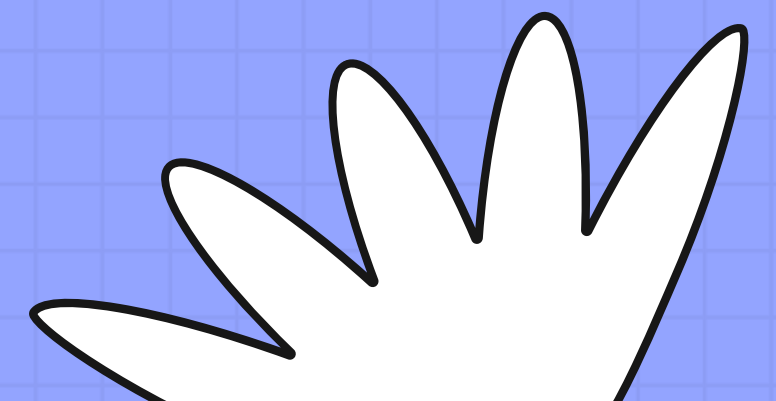
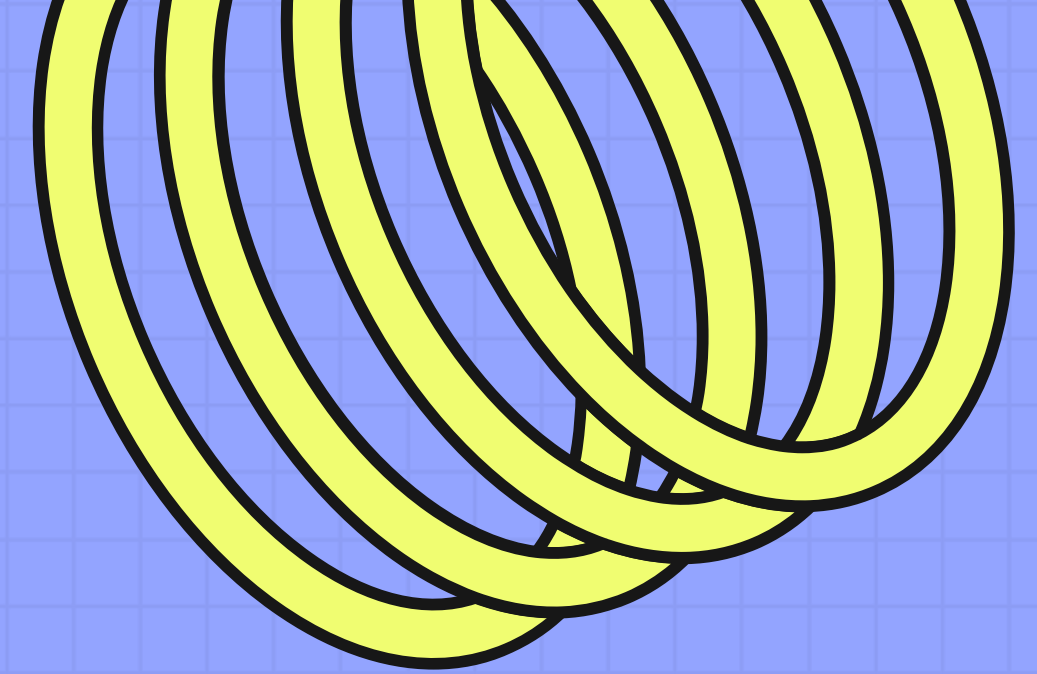
Each interaction lasts for a specific period of time indicated by the orange timer



To interact with an object we provide the corresponding instruction on the bottom of the screen

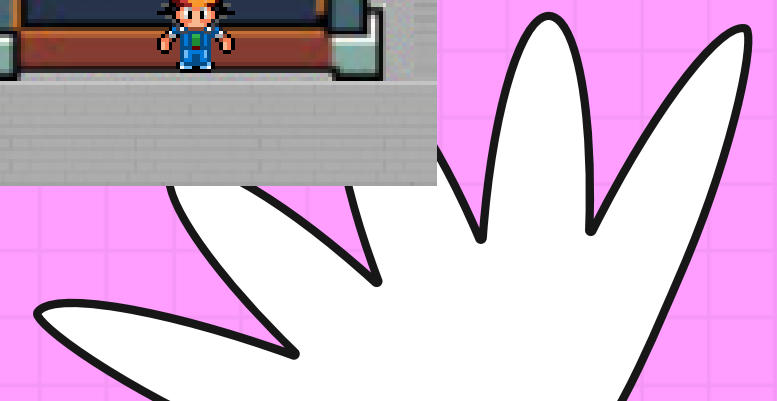
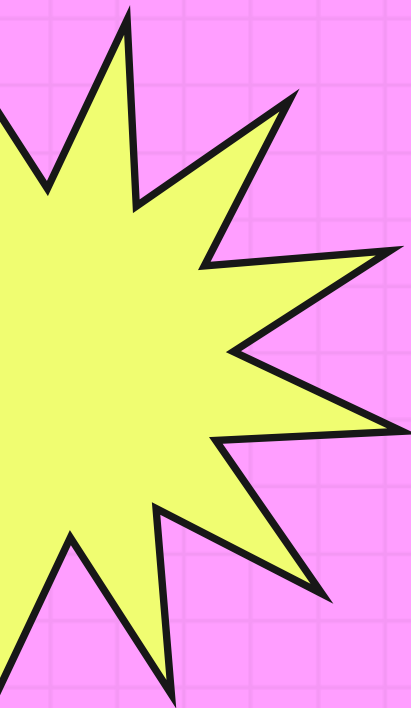
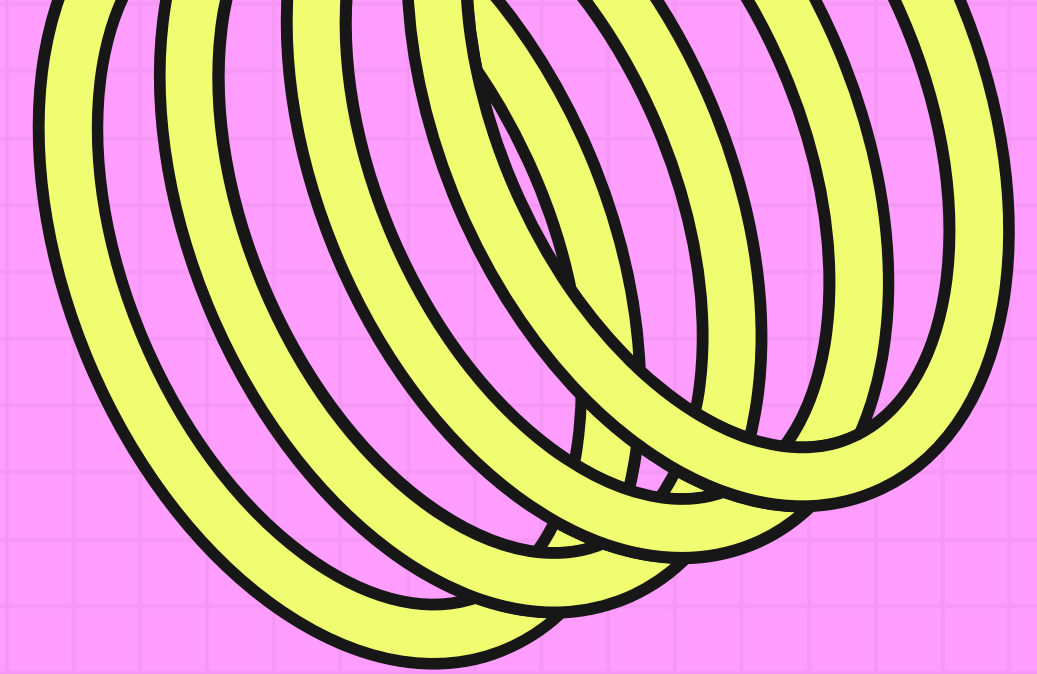
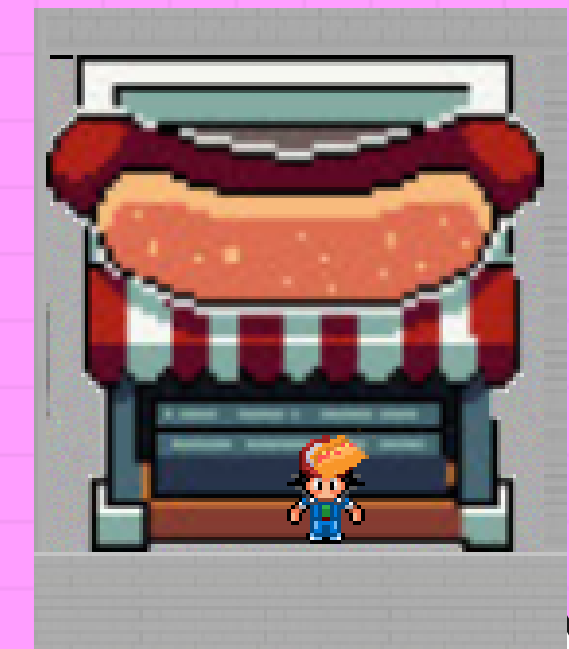
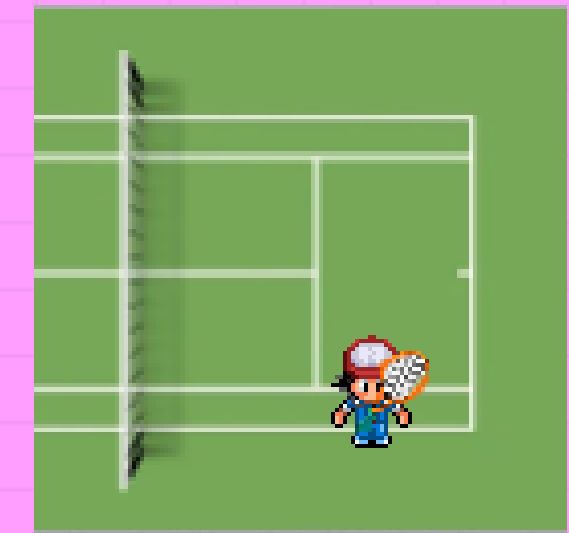
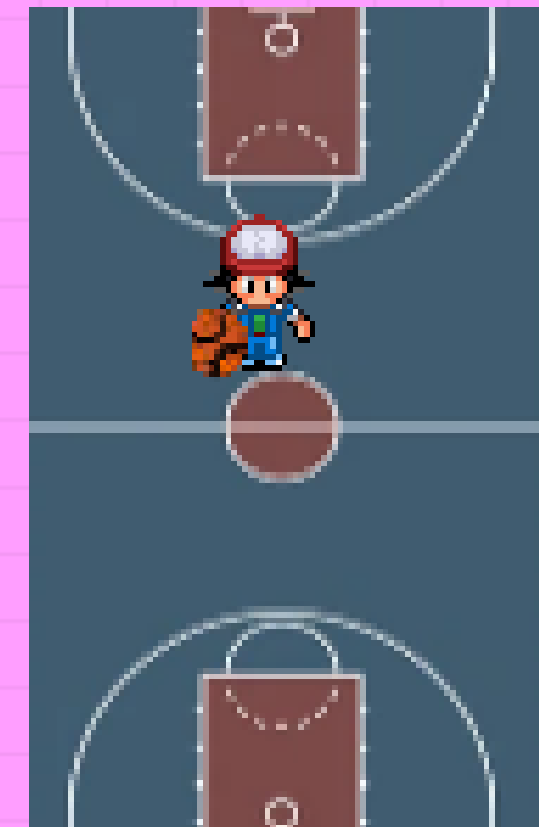


Each interaction updates the state of the player Points are provided if the interaction is in the task list

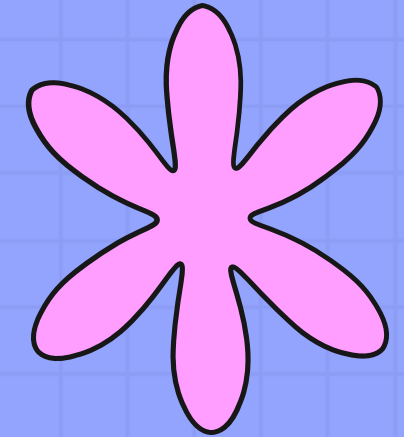


Animations

We have added animations for various interactions



Player Speed



Road

Yulu

Grass

Taking a Yulu increases your speed, and also decreases the rate at which your health decreases with time, this comes at the cost of money which keeps decreasing with time
Walking on grass lowers your speed



Thank you
for playing!

