2 Player Reactor

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Problem Statement

2 Player Reactor is a game, which tests the players' reactions and logic under a competition based environment.

GOAL 1
To create a graphics based interface, using Allegro which would involve various mini - games

Problem Statement

GOAL 2
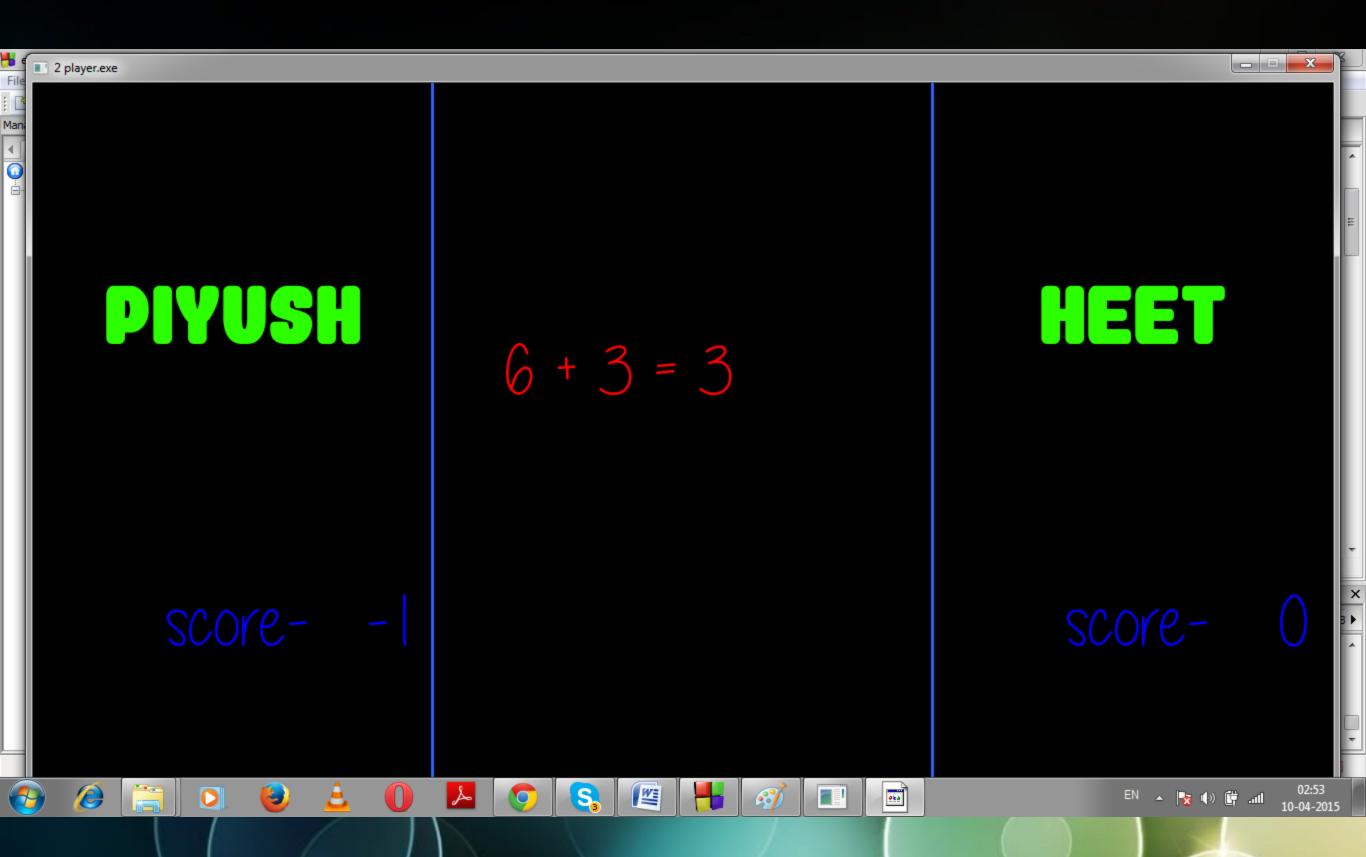To take input from users, within a specified time limit

GOAL 3
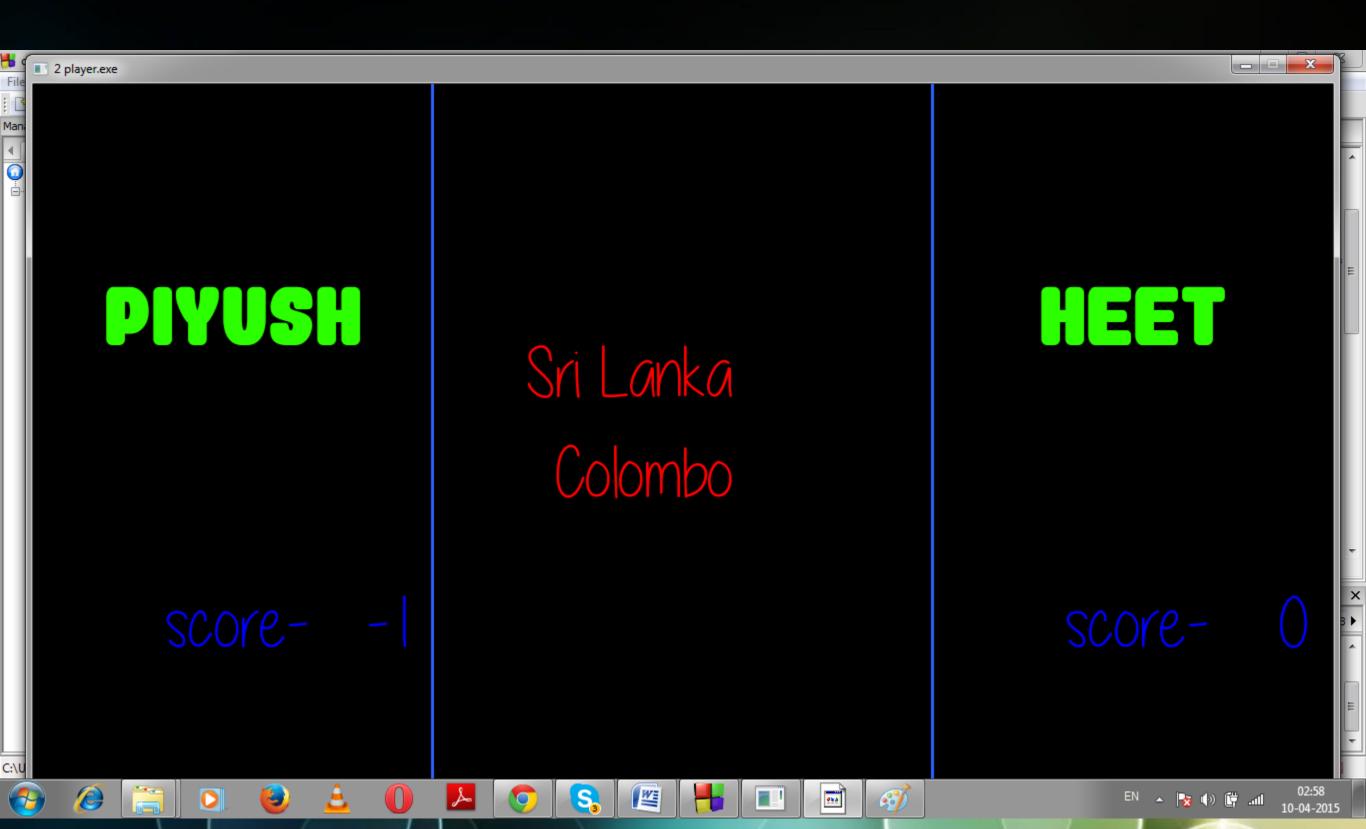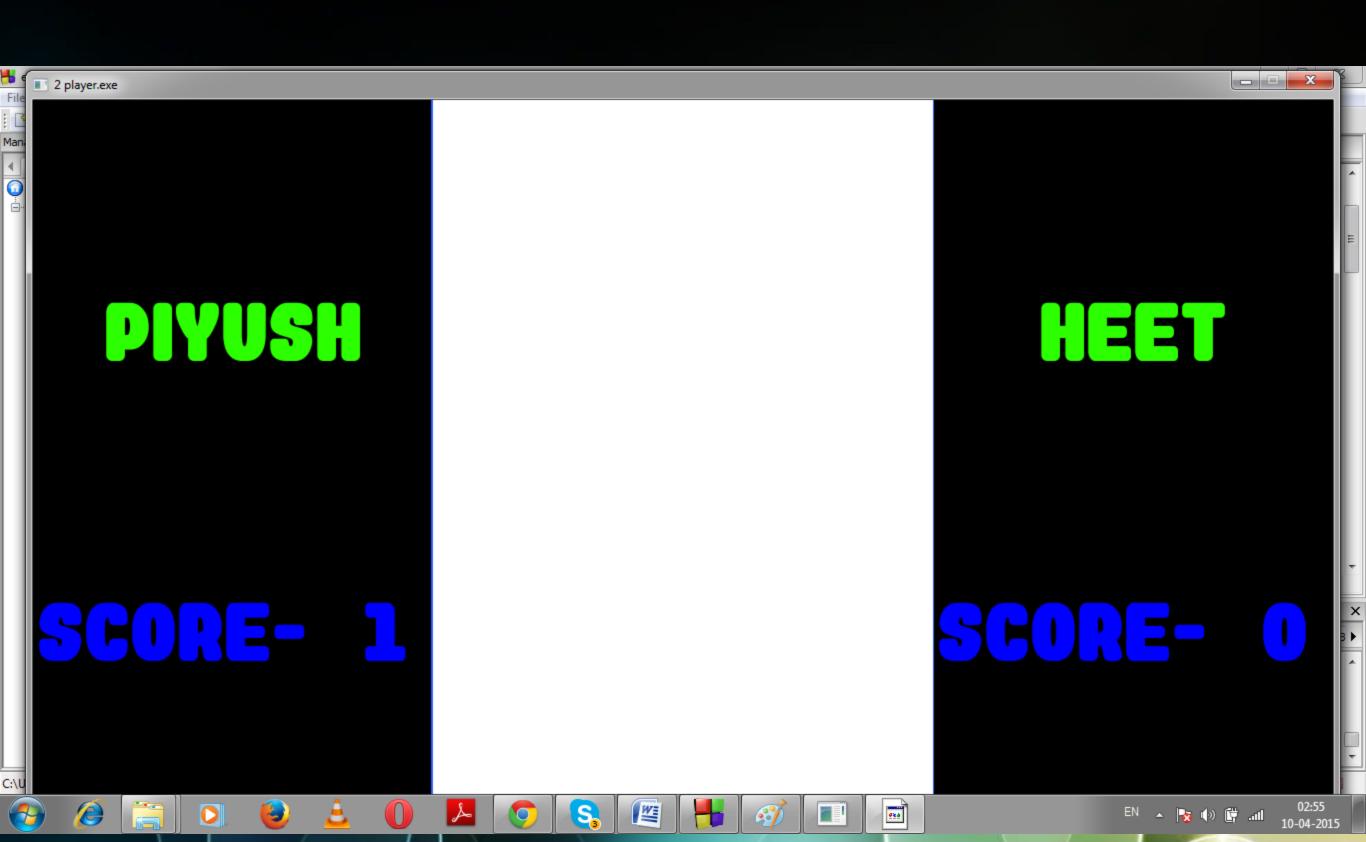To update the scores of the two players based on their reactions.
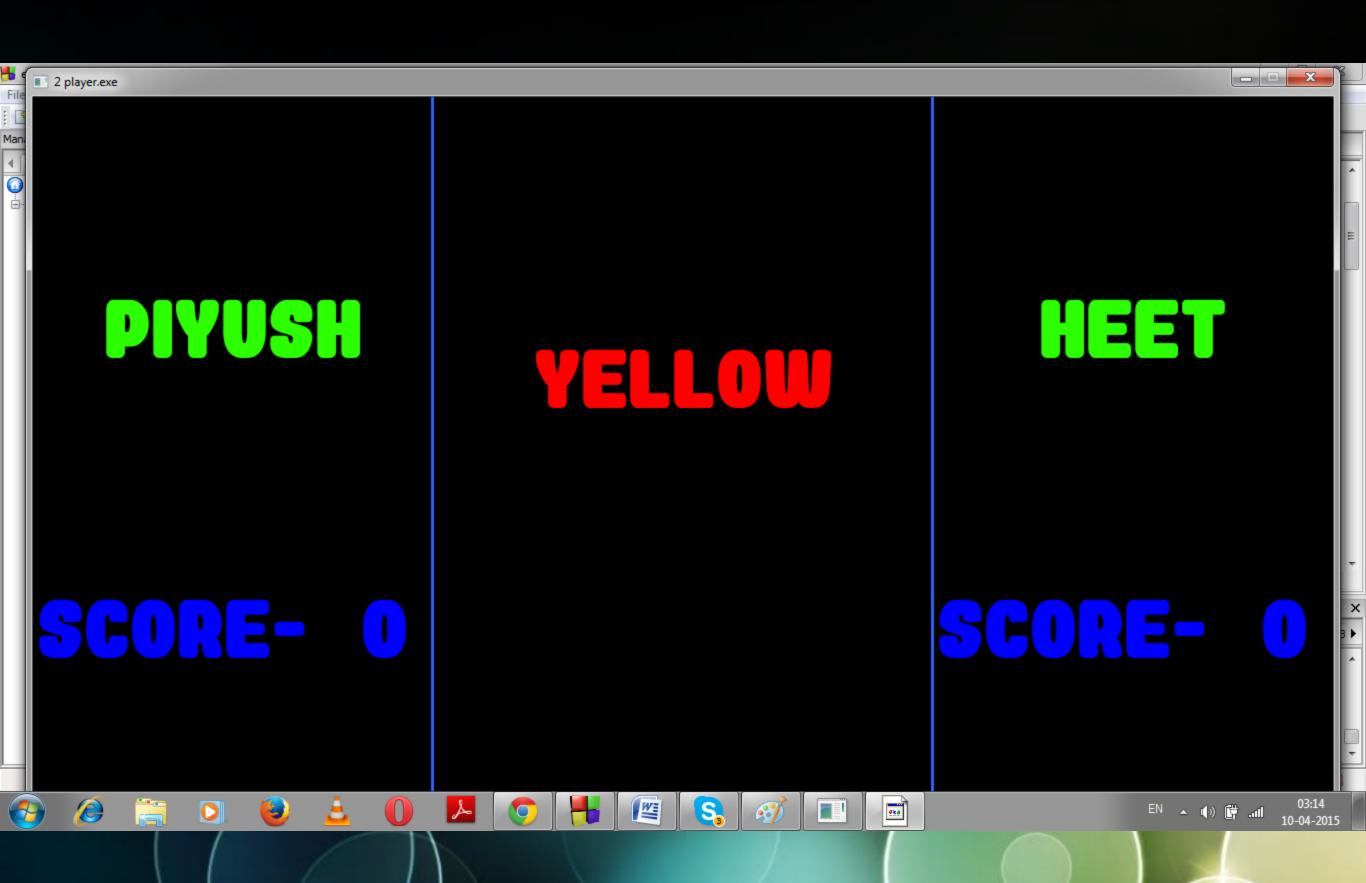
START SCREEN

ROUND 1 - Equations

Round 2 - Countries & Capital

Round 4 - Correct Colour of the Word

Challenges

1. **Display** - To display any text, such as integers we have to convert it into character pointer.

2. **Input** - when taken a single input from the user, allegro accepts two inputs.

Solutions

Display - We have converted them to character pointers, using a function based on switch cases.

Input - Allegro seems to be very sensitive on keyboard. A single press is accepted as two inputs.

Future Work

This project has vast scope of improvement.

1. A large number of mini games can be added to this project.

2. The game can be extended to more than two players.

Future Work

3. Socket programming can be used to play this game via LAN between two or more players on different computers.