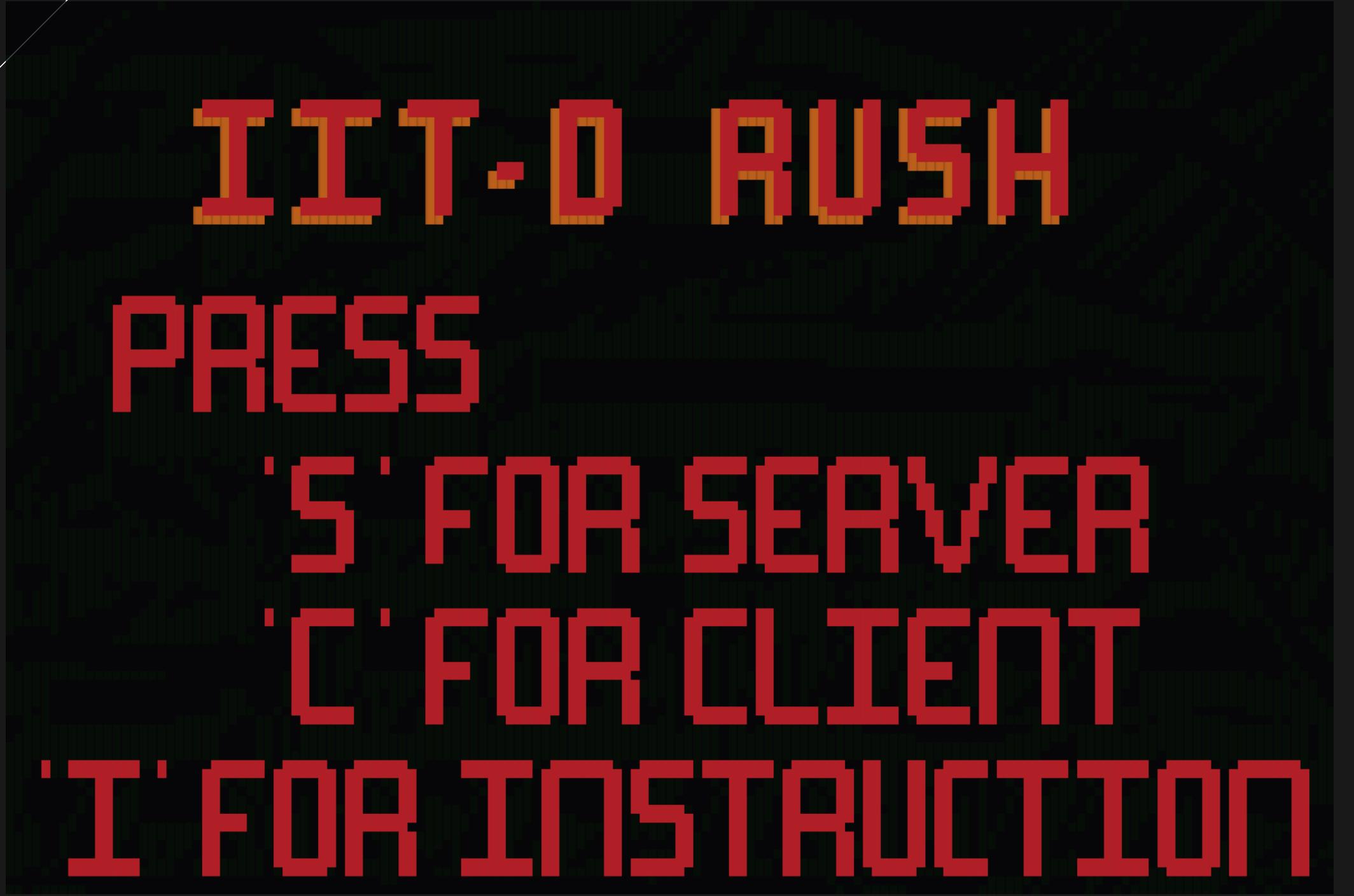


MAZE GAME (COP290)

IIT-D RUSH



Main Start Screen

This is the 1st screen that appears when you run the code using makefile

Instructions

OBJECTIVES:

- 1)Take a lecture in LHC.
- 2)Go to library to study.
- 3)Take another lecture in LHC.
- 4)Go to Playground or SAC to play.

Troubles:

- 1)CAUTION: You are getting hungry and tired every second.
- 2)Go to D16 to eat food.
- 3)Go to hostel to get some rest.
- 4)You can eat food at hostel too but your player doesn't like it.

PRESS 'B' TO GO BACK

Instructions Page

It appears when you press 'I' on the startscreen. This page contains Game Instructions.



START THE GAME

This is a 2-Player Game.
One Player being server and second being client.
Press S to play as Server and C to Play as Client.



GAME MAZE



KEY CONTROLS

These four keys are used to move across the maze.

A: Move Left



S: Move Down

W: Move Up

D: Move Right

TASKS TO COMPLETE



Attend First Lecture

Go to LHC (lecture hall complex) and be there for 10 seconds to complete the 1st task



Self Study in Library

Go to Library and spend 10 seconds there. Check that the status changes.

TASKS TO COMPLETE



Attend Second Lecture

Go to LHC (Lecture Hall Complex), you have another 10 seconds lecture to finish.



Let's Play

Hurray!! You have finished all your lectures and it's time to play. Go to Playground and play for 10 seconds or Play in SAC (student activity center) for 15 seconds.

HEALTH AND ENERGY

HEALTH

Your Health keep on decreasing by 1 unit every 3 seconds. It increases at the Hostels (Himadri and Girnar) by 1 unit in every 1.3 seconds and at Delhi 16 by 1 unit in every 1 second.

ENERGY

Your Energy keep on decreasing by 1 unit every 3 seconds. It increases at hostels (Himadri and Girnar) by 1 unit in every 1 second.



WINNER

The Player who completes the tasks first wins the game.

Note that if a player's energy or health goes to zero then it loses and automatically the opposing player wins.



THANK YOU !!!

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