Chain Reaction

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Problem Statement

- We wanted to provide users a which is a sweet spot between strategy and arcade gaming.
- Our aim was to keep the functioning of game as simple as possible so that user can play this game anywhere , anytime.
- The main problem to build this code was to make a function which works recursively to make orbs explode.
- The other problems were like making a function which declares the winner , change of color of grids & orbs according to the turn.

Description

- The objective of the chain reaction is to take control of the grid by occupying all the cells by eliminating opponent's orbs. The game is played between multiple players with user friendly environment.

Goal

- The whole game is designed using ‘simplecpp’ library.
- Our main goal is to make a 2-4 player multiplayer game.
- We first designed this game for 2 players and further we’ll modify this game for 2-4 players.

Challenges

- The main challenge the we faced in this game formation is writing a program which can work recursively for explosion of orbs.
- As we were using ‘initcanvas’ for grapics of the game,game was lagging i.e. we wanted to make the game work faster.
- Indication of players turn without adding more complexity.

Video Tutorial...

Future Enhancements

- For our project , we are not intending to give Artificial Intelligence to this game Because the probability analysis of the game would take very much time and it is really hard to cover all the probable moves in such a small period of time . So for future work, this might be a milestone.
- Also we can work more on graphics of this game also we can add some sound effects,in game knockout rounds.
- This game can be extended to a 3-D model which would be a fun concept.