Team Eight
CSE 165 - Project
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Macha Land

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OVERVIEW

Our team will be recreating the first game of the popular show called Squid Game, where the user has to cross a finish line in a specific amount of time. However, the enemy has a built-in object detection and if it detects you moving in its line of sight you lose.

OUR INSPIRATION

It's important for us since we're inspired by this year's #1 TV show, Squid Game, and a popular children's game from all over the world, playable at online games and in-person. Our project name originated from the doll which belongs to a real horse carriage village and museum in Chungcheongbuk-do, South Korea. The doll stands near the entrance of the village, called Macha Land, which lies a few hours outside of Seoul.

OUR APPROACH

Background

We will implement a single scene from the show, Squid Game, with at least four main object types. The first object type is the scoreboard, which will not be moving, to send messages to the user like they won or failed and this includes the current countdown timer. The second main object type will be a line to have a boundary box for collision because there will be a starting line and a finish line where the starting line is placed at the bottom of the screen and the finish line is at the top of the screen. Once the player passes the finish line they win, while the starting line is just so they cannot cross into the game until the timer starts.

Player and Enemy

The third main object is the doll which is the AI enemy, which turns around at random points during the countdown. If the AI detects the player moving, the player loses. This is indicated by a song that is sung while the green light is active. Another way to tell that there is red light is when the doll is no longer singing. The 4th main object is the player and they get the ability to move using arrow keys. There should also be a display that shows when the light is red and when the light is green.