

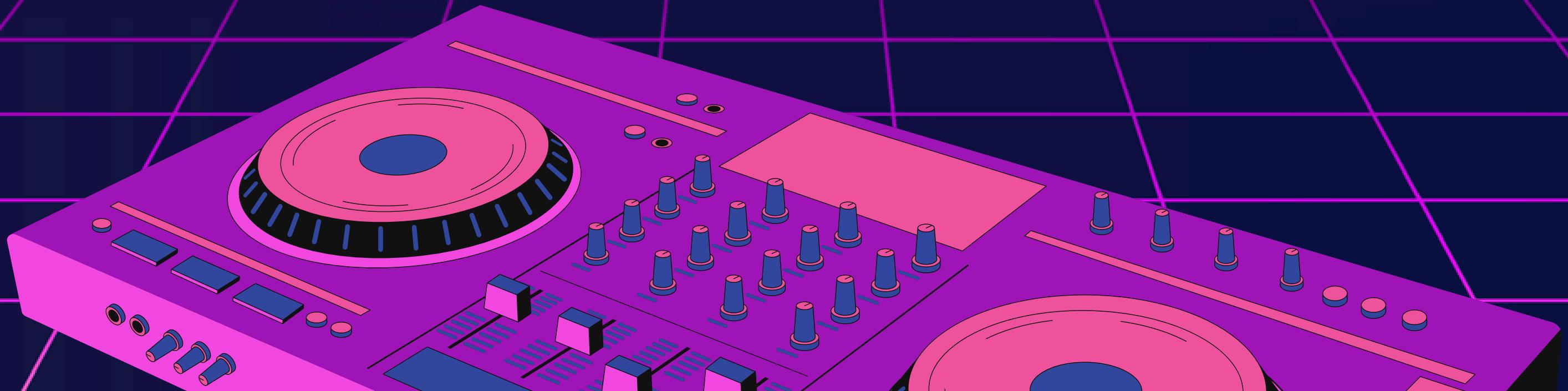
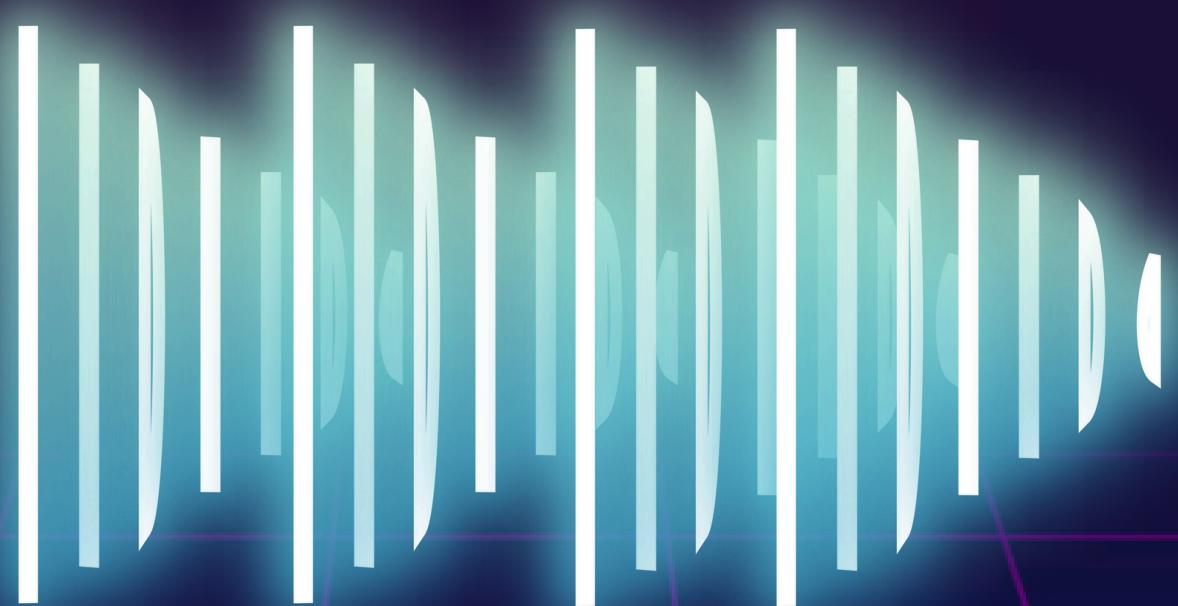


CSCI 22 FINAL PROJECT

DEVIL'S DISCO

Antonio Shaun L. Sulay III

Lucia Danielle P. Sulay



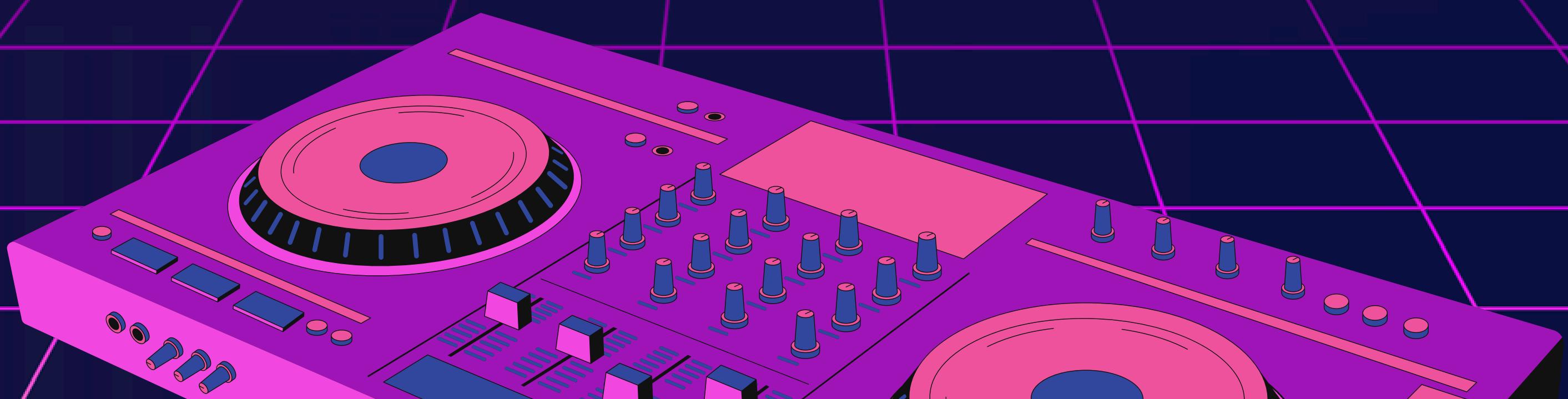
DESCRIPTION

Get ready to dance the night away at Devil's Disco...
But wait! This isn't your regular night disco. Here, we pay
close attention to the dance floor or die horrible deaths.
No in-betweens.

Have fun as you battle your opponent for disco glory! In this exciting high-stakes take on The Floor is Lava, make sure to dance on the tiles that match the color of the disco ball. Otherwise, you are one step closer to burning in flames.

Oh, and don't forget the grim reapers.
Wouldn't want to bump into them either.

Will it be disco glory, or death on the dance floor?
Only your dancing will tell.



MECHANICS

Movement Players move their character around the dance floor using keyboard controls.

Progression Players fill up their progress bar by stepping on dance tiles that have the same color as the disco ball. If a player fills up their progress bar, they earn a tally for the round. If a player earns three tallies, the player wins the game.

Obstacles Players cannot step on the same tiles as their opponent. Grim reapers also move around the dance floor. If a player bumps into a grim reaper, their progress falls.

Objective The objective for each player is to fill up their progress bar before their opponent. If a player manages to fill up their progress bar first, they win the round. The first player to win three rounds wins the whole game, while their opponent gets lasered and burned by a giant skull.



INSTRUCTIONS

Objective Step on tiles that are the same color as the disco ball without bumping into your opponent or any grim reapers.

Start The game begins as soon as the program is run.

Gameplay Use keyboard keys to control your dancer:

The key **A** moves your dancer **left**.

The key **D** moves your dancer **right**.

The key **W** moves your dancer **up**.

The key **S** moves your dancer **down**.

A single click moves your dancer from one tile to another.

You cannot step on the same tile as your opponent.

Obstacles Beware of any grim reapers. Bumping into them lowers your progress.

Progression and Winning Your progress increases with every correctly-colored tile you step on. If you fill up your progress bar before your opponent, you win the round. If you win three rounds, you win the game.

Game Over The game ends when a dancer wins the game.

