<<< Mumbo-Jumbo >>>

COP290 Task 2: A 2-Player Maze Game

The MAP

We designed a map based on IIT Delhi using Adobe Illustrator

PLACES & REWARDS

Hostels	5
Safal	6
DMS	7
SAC	6
Delhi-16	4
Volleyball	4
Tennis	4
Parking	8
Hospital	8
Playground	8
Bharti School	8
Staff Canteen	6
Central Worksh.	8
Library	7
LHC	6
Dogra Hall	7
Blocks	6
Textile Dept.	8
Market	10
Guest House	9

The RULES

We included rewards for visiting places and fines for encountering guards

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Rules

1. Each player initially has 200 coins.
2. The player chooses his starting point out of the 13 hostels listed on the screen.
3. In each player's turn, he/she will be assigned a random place.
4. Each place has a fixed number of reward coins to offer.
5. For each second a player takes to travel to the place, 2 coins per second will be deducted from his wallet.
6. Yulu rides provide cheaper travel at the rate of 1 coin per second of travel. 3 Yulu rides are available to the player from start which can be used as per the player's choice.
7. A player wins when opponent goes bankrupt.
8. The game offers multiple rounds each of which starts after 1 second of completion of the previous round.
9. Guards can spawn at different locations and if encounterd by you on the way they will collect 20 coin from you for not wearing a mask.

Press ENTER to START

In-Game Screenshots

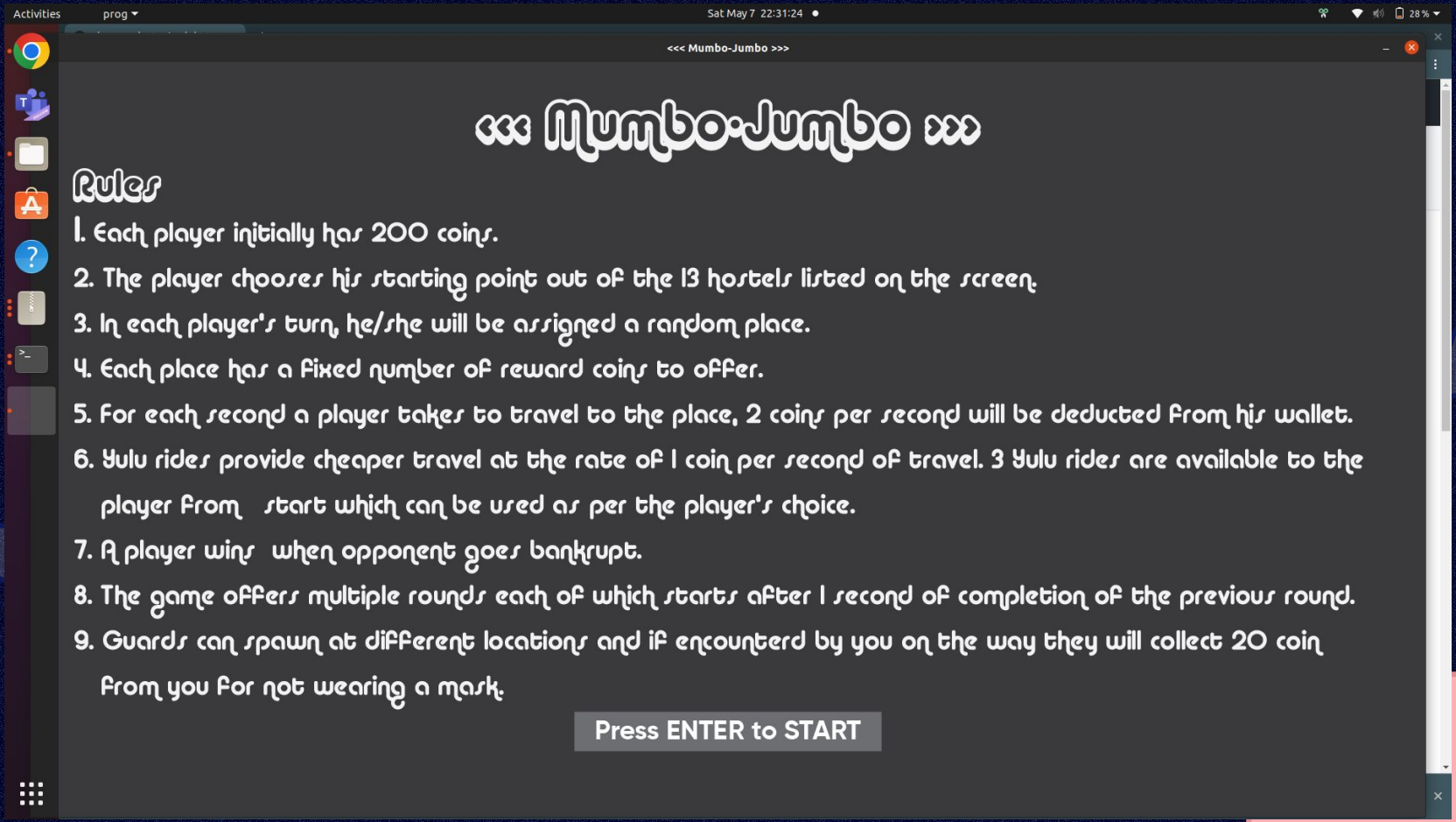
On running the game you have to enter 0 for becoming the server or 1 for becoming the client

```
roshan@omen:~/Music/COP290-Assignment2-main$ make
g++ -g -std=c++17 ./src/Dot.cpp ./src/DynamicText.cpp ./src/LTexture.cpp ./src/Music.cpp ./src/Sound.cpp ./src/client.cpp ./src/main.cpp ./src/server.cp
p -I./include -o ./bin/prog -w -lSDL2 -lSDL2_image -lSDL2_ttf -lSDL2_mixer -ldl
roshan@omen:~/Music/COP290-Assignment2-main$ make run
./bin/prog
Enter 0 for Server, 1 for client:
0
```

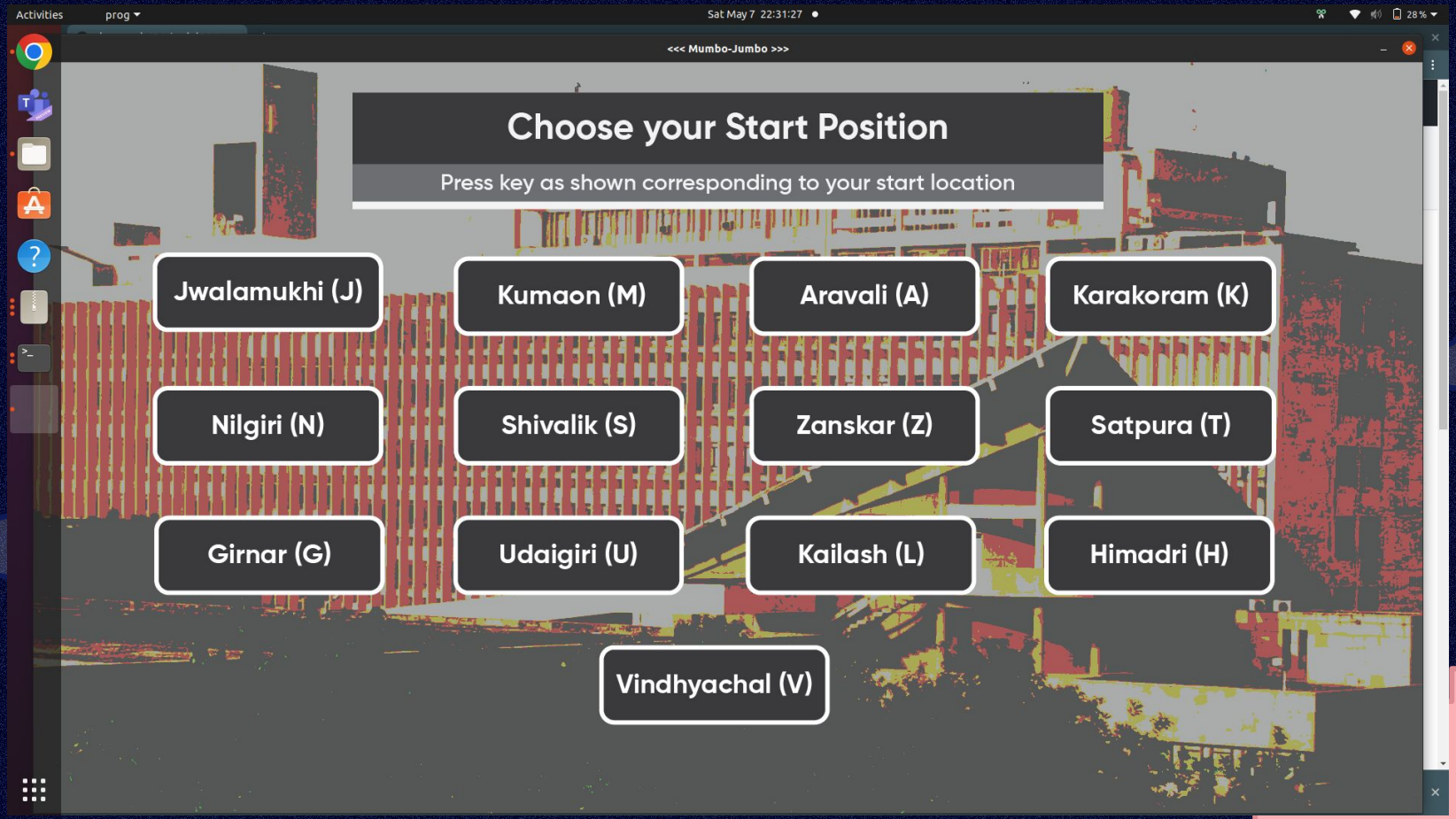
If you choose client, you have to enter IP of server

```
roshan@omen:~/Music/COP290-Assignment2-main$ make
g++ -g -std=c++17 ./src/Dot.cpp ./src/DynamicText.cpp ./src/LTexture.cpp ./src/Music.cpp ./src/Sound.cpp ./src/client.cpp ./src/main.cpp ./src/server.cp
p -I./include -o ./bin/prog -w -lSDL2 -lSDL2_image -lSDL2_ttf -lSDL2_mixer -ldl
roshan@omen:~/Music/COP290-Assignment2-main$ make run
./bin/prog
Enter 0 for Server, 1 for client:
1
Enter ip of server:
192.168.175.172
```

After a connection has been established, this Start Screen containing Rules is displayed



After the rules screen, this screen is displayed which asks you to choose your start point



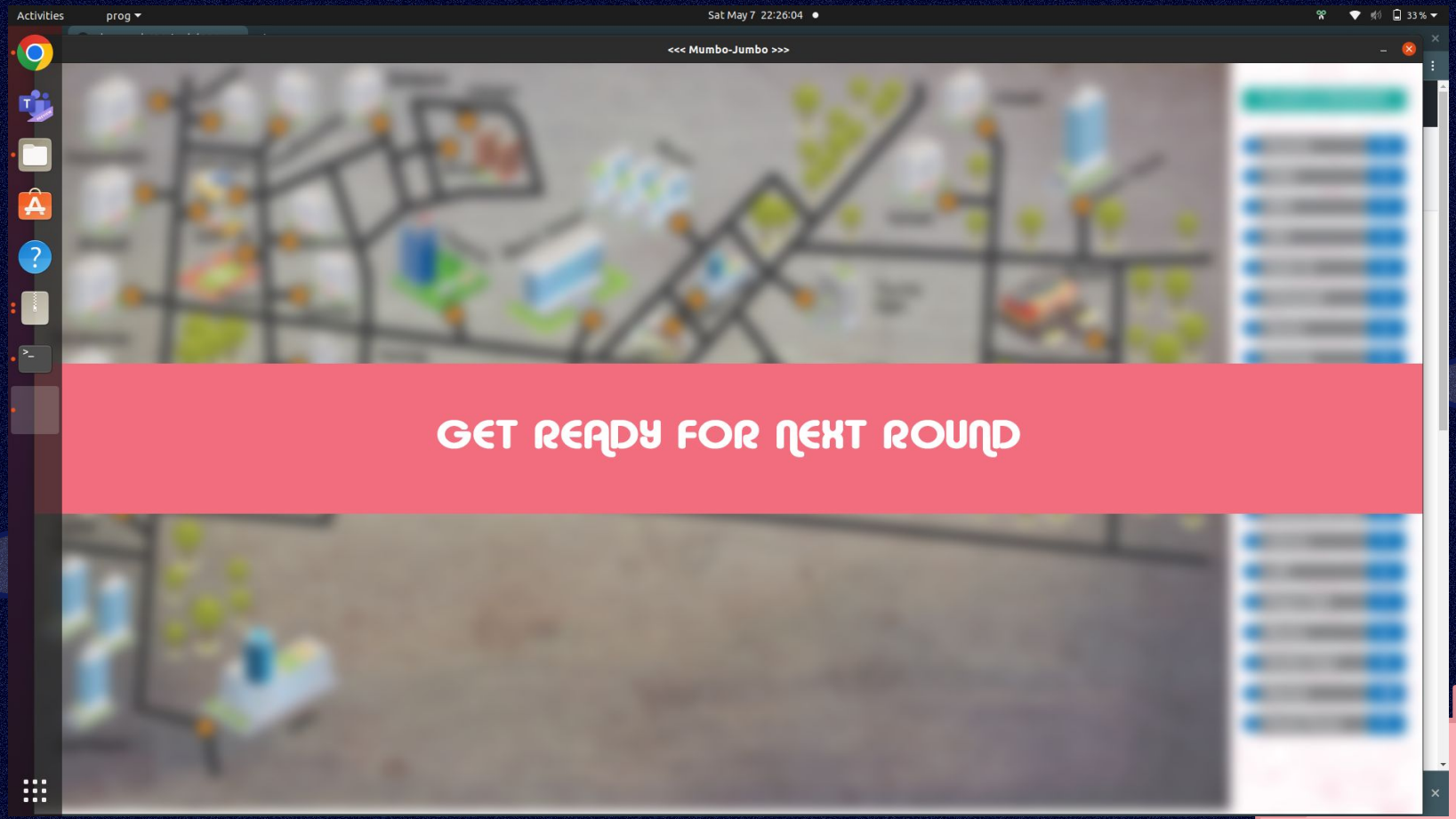
Next, the Game screen is shown but the timer starts only when both players choose start locations

In-game Screenshot with guards shown as blocks with G at random places

“You Reached” message displayed when you have reached the place and the rewards have been added to your score

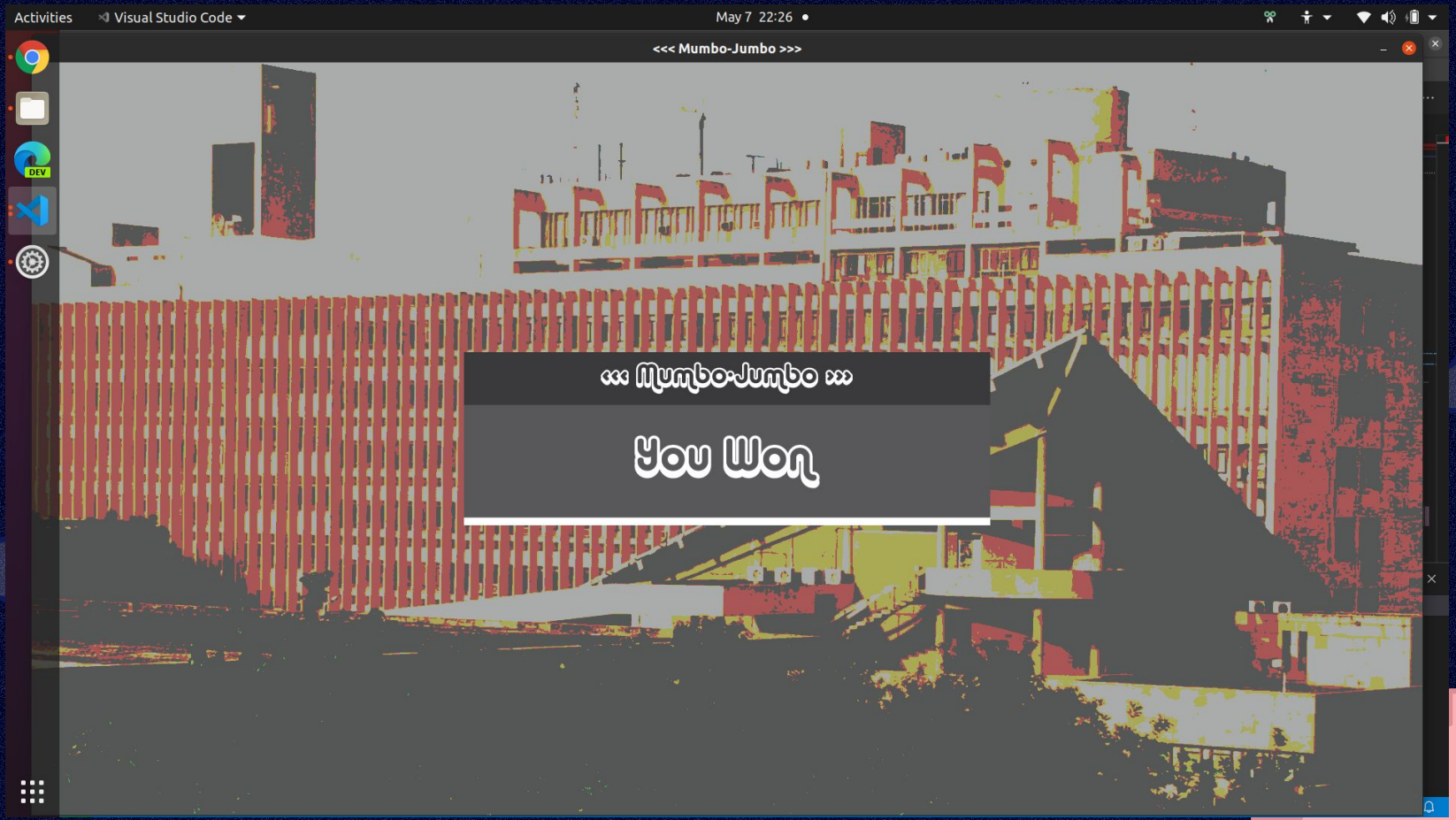
"Opponent Reached" message displayed when opponent has reached his/her destination and their score is updated in Opponent Score

Waiting Screen before next round starts

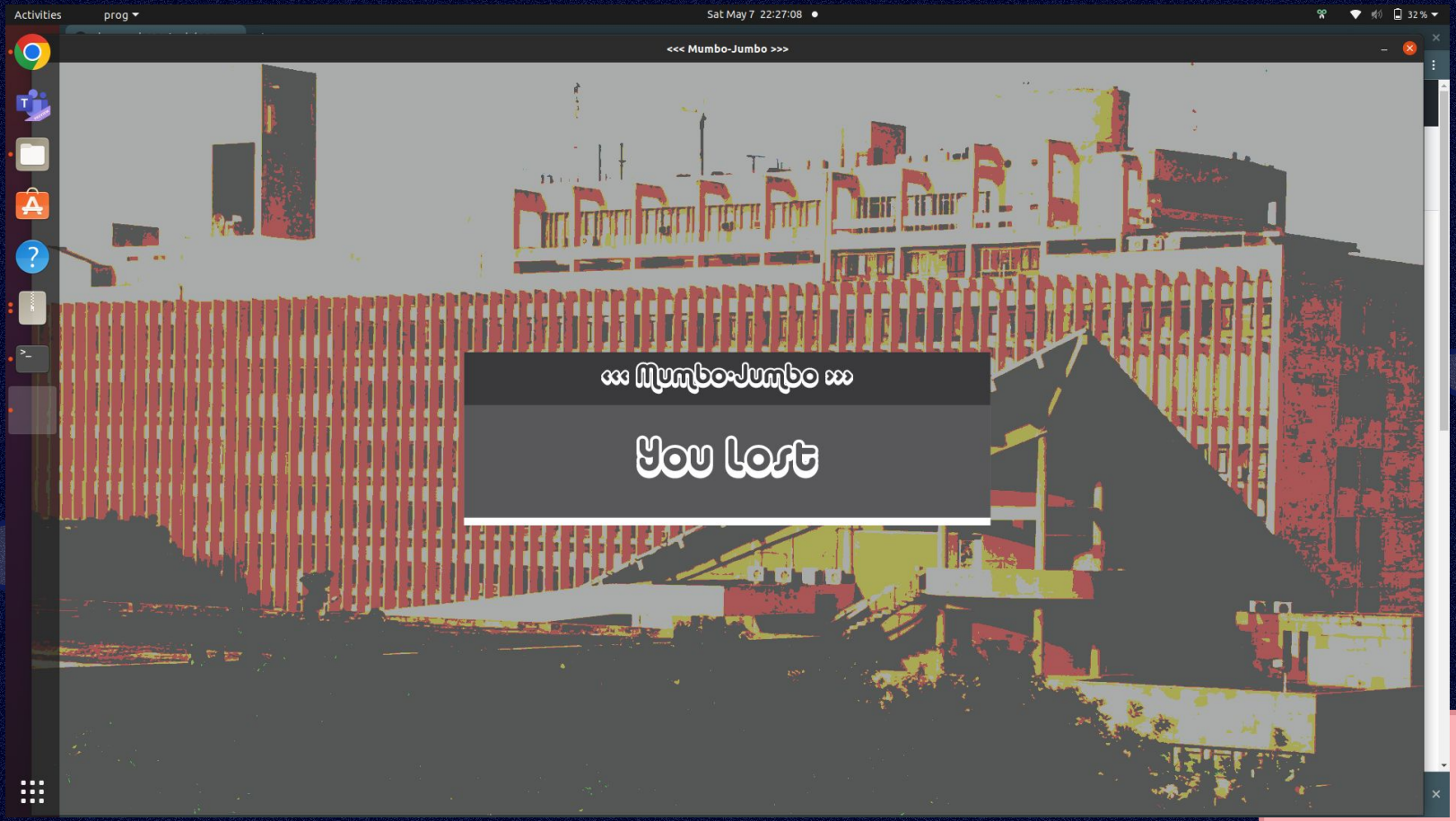


"Yulu Activated" is shown when you activate Yulu for a destination

Screen shown to Winner at the end



Screen shown to Loser at the end



Thank You