



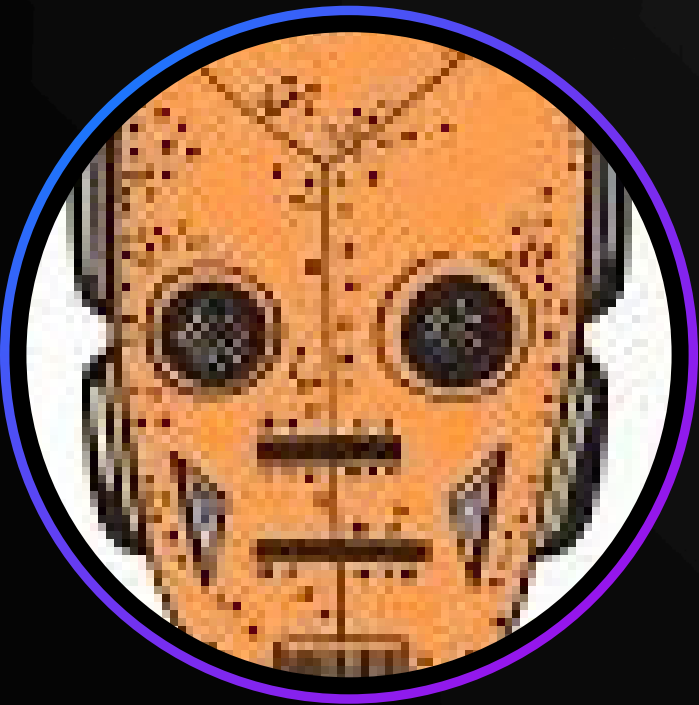
MEGATHON

PITCH DECK

BOT CODERS PRESENTS "PHANTOM FRENZY"

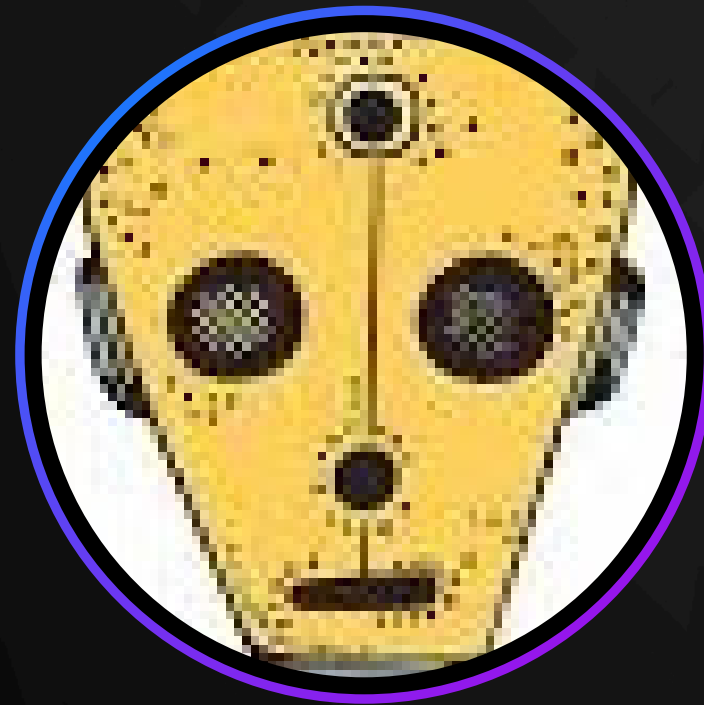
The Team

HA
HA



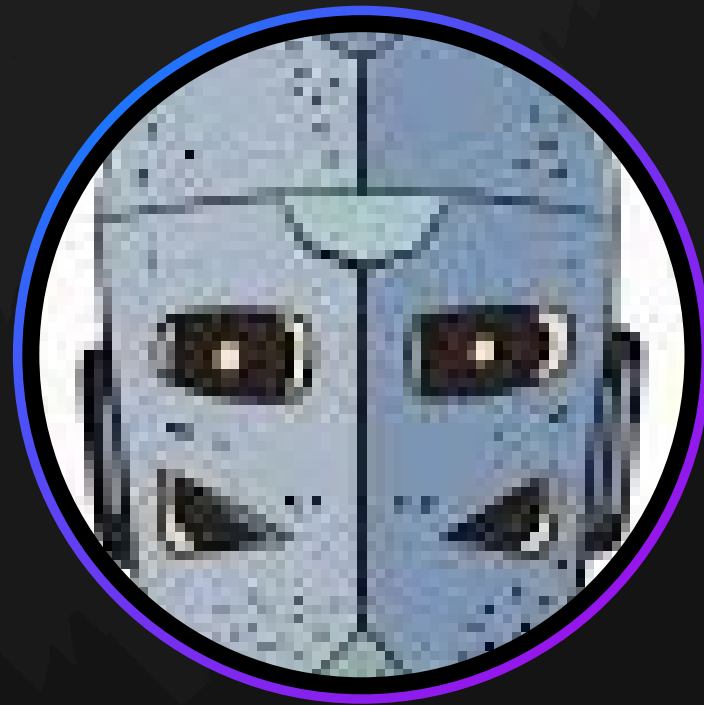
Arpit

HA
HA



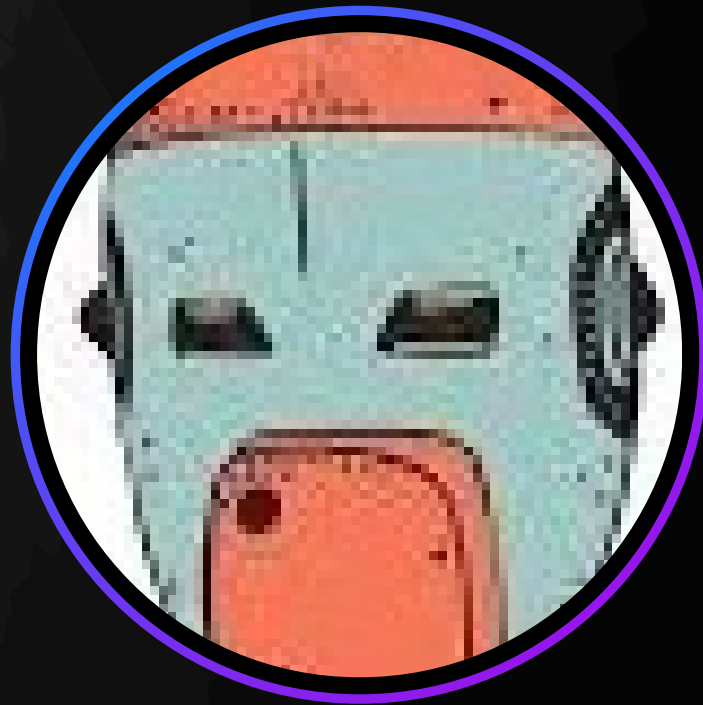
Harshit

HA
HA



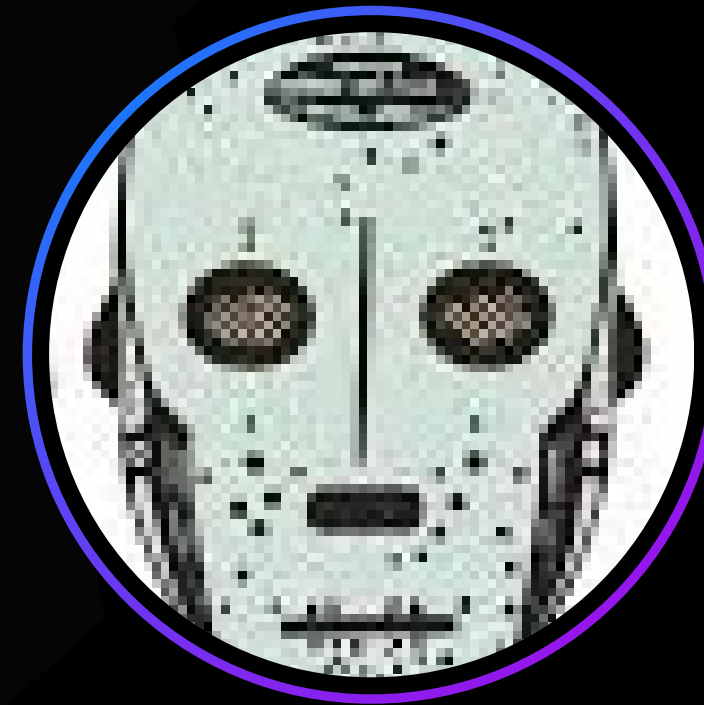
Naman

HA
HA



Shaurya

HA
HA



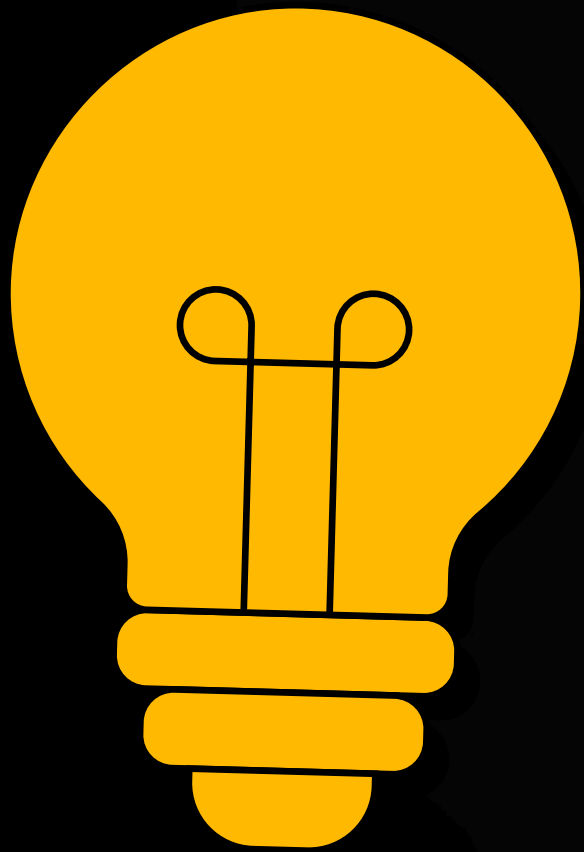
Shreyash

Problem Statement



- Implement a reusable C library built on top of the socket API that exports networking functions that you can use in your game.
- The goal of the library is to support communication between two or more programs.
- Explore client-server architecture.
- Using this library, design and implement an original game with the theme – “Halloween”, make it spooky and halloween-ey!

Overview



- **Innovation:** Our team came up with a fresh project that mixes spooky vibes with fun gameplay. We've designed it to flow intuitively, keeping players hooked while adding some cool twists along the way.
- **Implementation:** The app runs smoothly with hardly any bugs or crashes. We made sure everything feels just right, so players have a seamless experience.
- **Code Quality and FOSS:** We focused on writing clean, readable code that's easy to understand and expand later. Plus, we're sharing our code as free and open-source software (FOSS), so anyone can use and tweak it.
- **Cool and Amazing:** Our project really stands out with its unique concept and execution. It's not just about the spooky theme; it's about creating an awesome experience that players will remember!



Decision-making



Game Theme and Mechanics

We chose a Halloween theme, balancing spooky and fun elements, which shaped our choices in game mechanics, visuals, and audio to create an immersive experience.



Dynamic Challenges

To make gameplay more engaging and replayable, we introduced randomly generated challenges, ensuring each session offers a unique experience that encourages strategic thinking.



User-Friendly Design

We focused on making the game intuitive and accessible, with straightforward controls and clear instructions, allowing players of all skill levels to jump in and enjoy the game.

Development & Features



Technology Stack

The game was developed entirely using C programming language and the SDL (Simple DirectMedia Layer) library, ensuring high performance and portability across platforms.



Multiplayer Capability

It features a multiplayer mode that requires players to collaborate and run from a ghost, enhancing the gaming experience through cooperative and competitive play.



Dynamic Environment

The game includes a dynamic environment with randomly generated events and challenges, keeping each session unique and engaging, encouraging players to strategize and adapt their gameplay.

Steps Followed



01

We brainstormed various Halloween-themed ideas and chose a unique concept that blends horror and humor, aiming to engage players of all ages.



02

We outlined the core gameplay mechanics and designed storyboards to visualize the game flow, including levels, character interactions, and objectives.



03

Using game development tools, we built the game and integrated graphics, sound effects, and animations. We also conducted playtesting sessions to gather feedback and refine the gameplay.



04

After polishing the game based on feedback, we prepared our final presentation, highlighting the game's features, development process, and demonstrating gameplay to showcase our hard work.

THANK YOU

For watching this presentation.



<https://github.com/Bot-Coders>

