Maze Game

Actually a top down CS-like game set in a maze

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Rules

- The rules are similar to Counter Strike.
- One player will play as the attacker, he will have 120 seconds to plant the bomb somewhere in the maze. And he will have to defend it till it explodes and the round ends.
- The other player will play as the defender, he will search for the bomb and the attacker in the maze.
- After planting the bomb, the timer resets to 60 seconds and the objective of the defender is to defuse the bomb in this duration.

Rules (ctd.)

- The round ending criteria are -
    a. Defender dies :   Attacker wins
    b. Attacker dies before planting the bomb : Defender wins
    c. Bomb explodes: Attacker wins
    d. Bomb defused: Defender wins
- Total 2 rounds in one half, after which the players swap sides (i.e the attacker becomes the defender and vice-versa)
- The player with more round wins is the winner of the game. In case of equal round wins, the game is Draw.
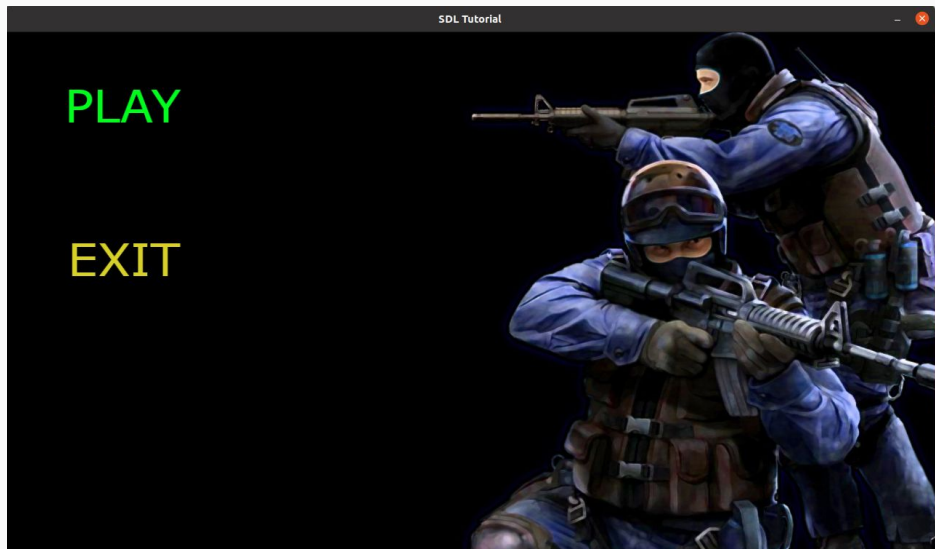
Control Scheme

Move Left	A
Move Right	D
Move Up	W
Move Down	S
Pause	Esc

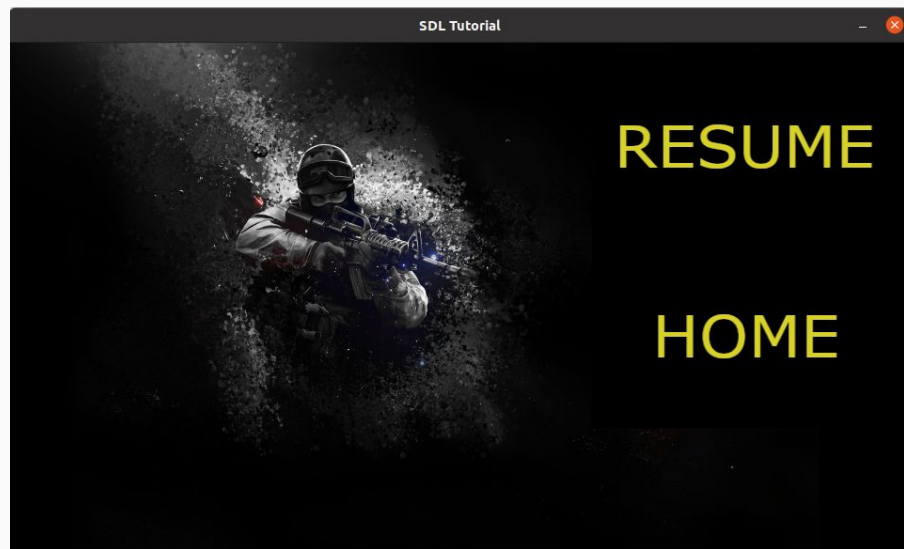|	
Aim	Mouse
Shoot	Left Click
Defuse/Plant	E
Reload	R
Switch Weapons	1/2/3

Weapons

- Both the terrorist and the counter-terrorist will spawn with 3 weapons:
  1. A rifle with 30 bullets with 10 in each magazine.
  2. A pistol with 28 bullets with 7 in each magazine.
  3. A knife which can be used anytime.
- Each player has their own inventory, displayed at the bottom left corner, which shows the current weapon in use, ammo remaining in the magazine and the reserve ammo (for guns).
- The player can cycle through their inventory using the keys 1 (for knife), 2 (for rifle) and 3 (for pistol)

Menus
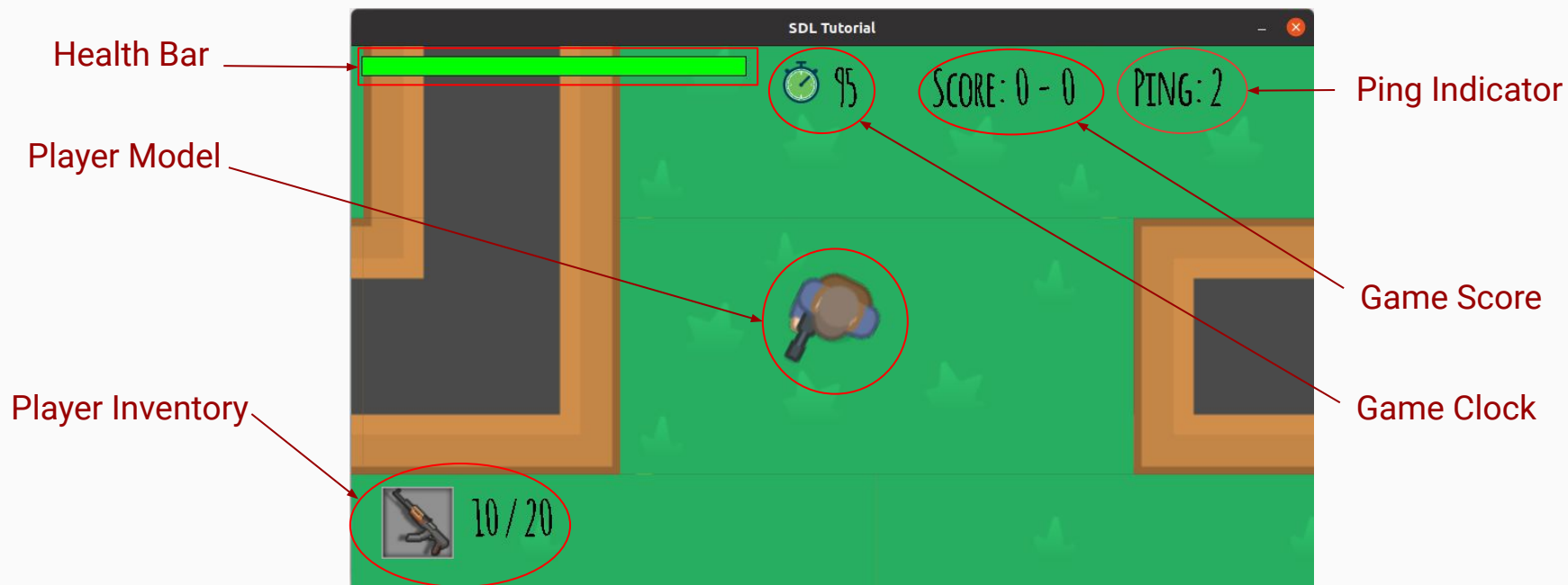

HOME MENU

PAUSE MENU

Loading Screen

Connection Status

Loading Icon

UI

Health Bar

Player Model

Player Inventory

Ping Indicator

Game Score

Game Clock
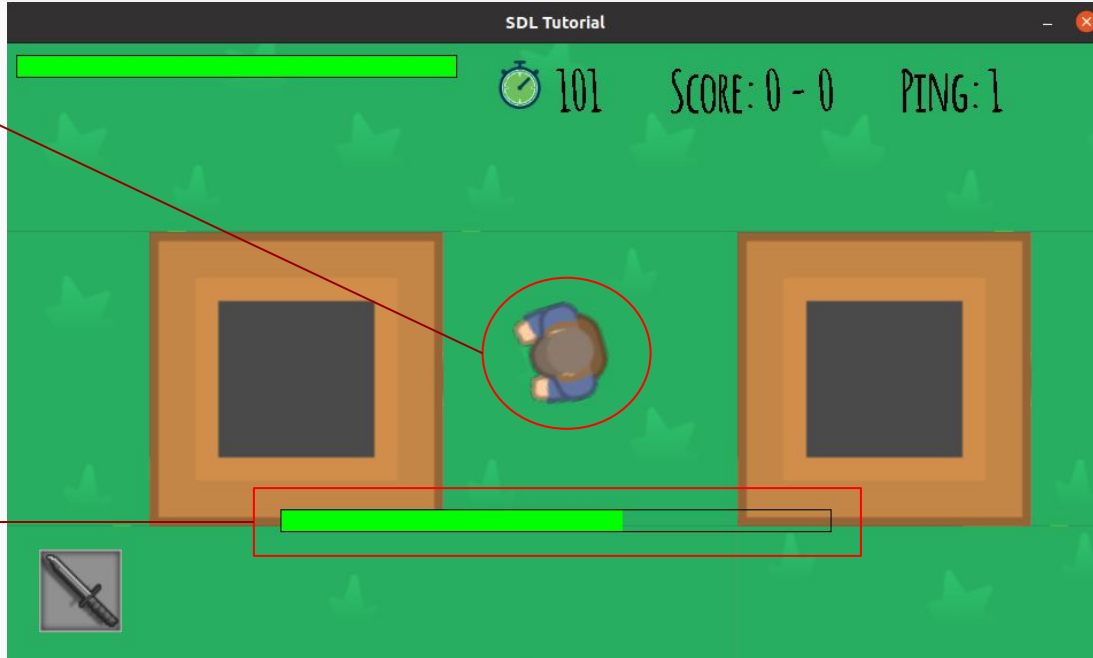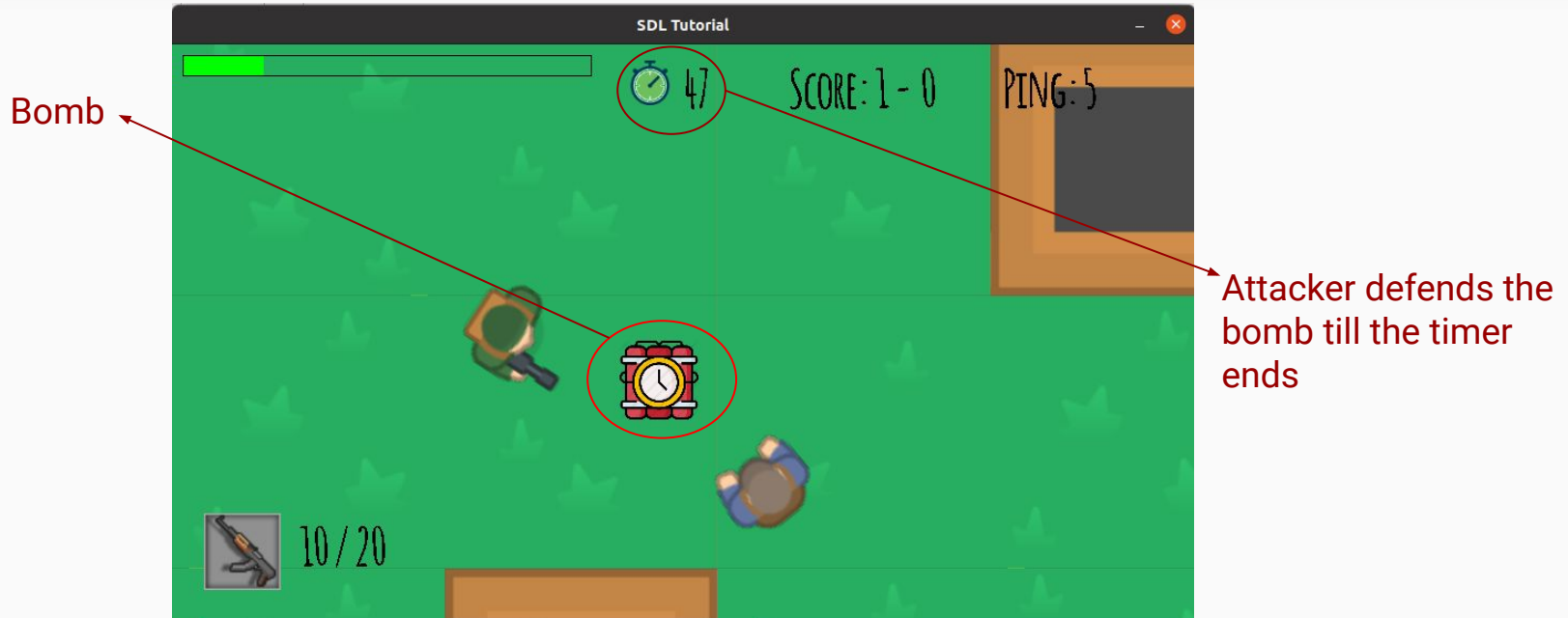
SDL Tutorial

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Score: 0 - 0

Ping: 2

10 / 20

Planting the bomb

Attacker Planting the Bomb

Bomb Plant Progress bar

Bomb Planted
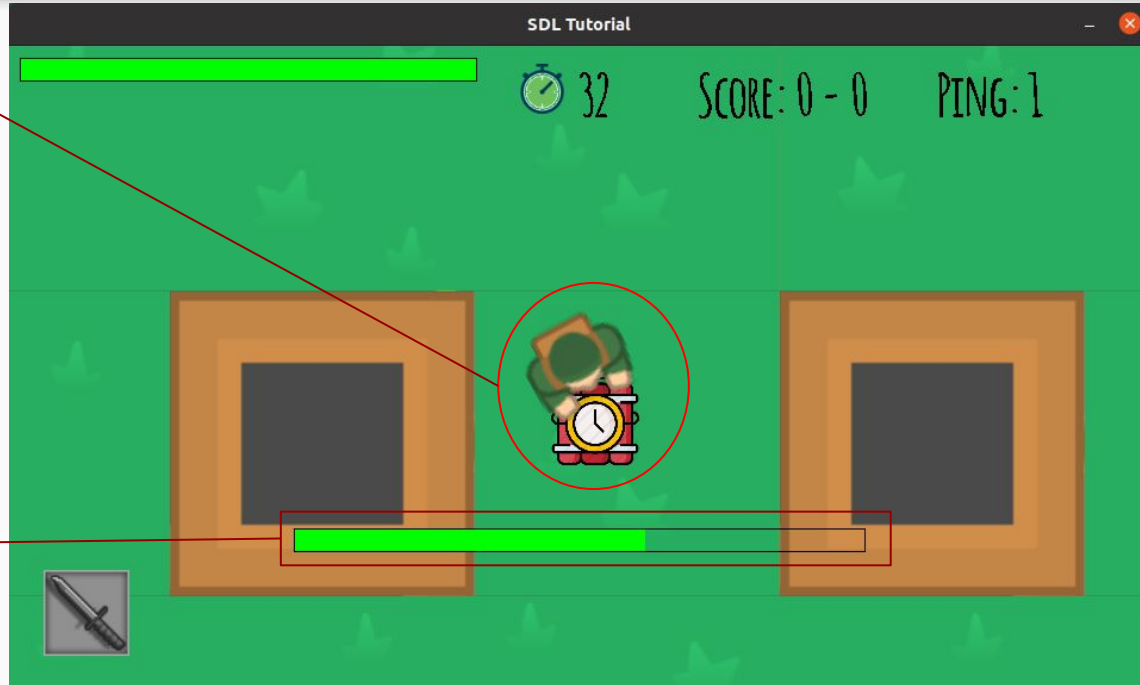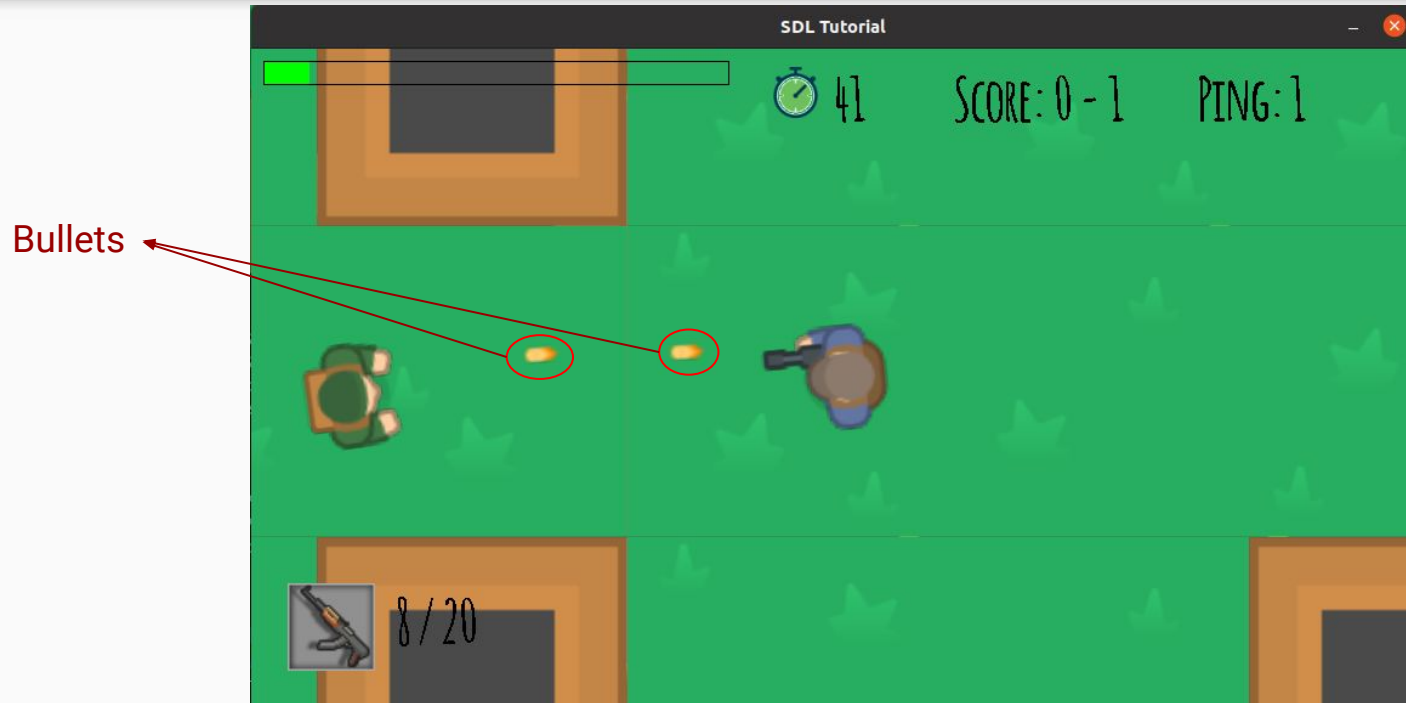

Bomb

Attacker defends the bomb till the timer ends

Defusing the bomb

Defender defusing the bomb

Bomb Defusal Progress Bar

Shooting
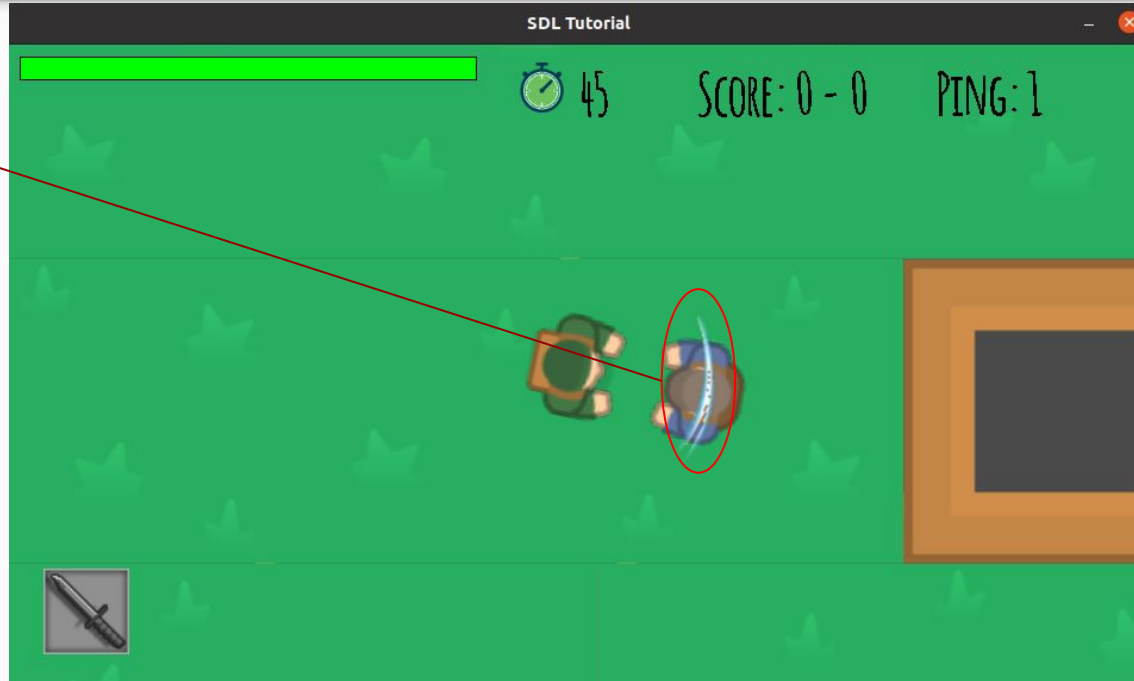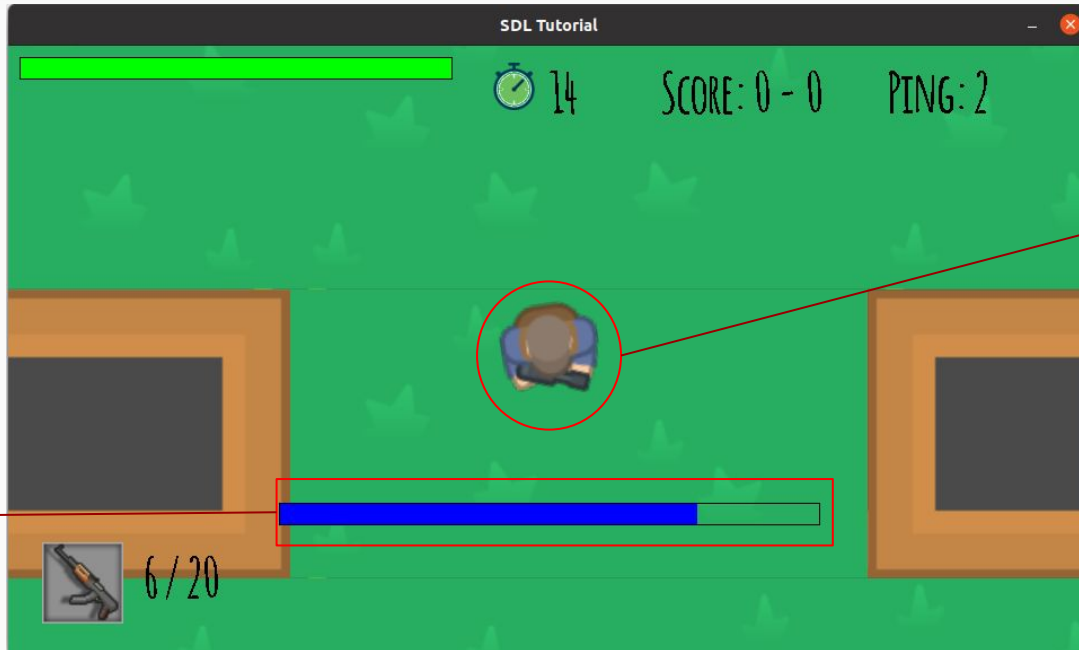

Bullets

Knife Slash

Knife Slash

Reloading

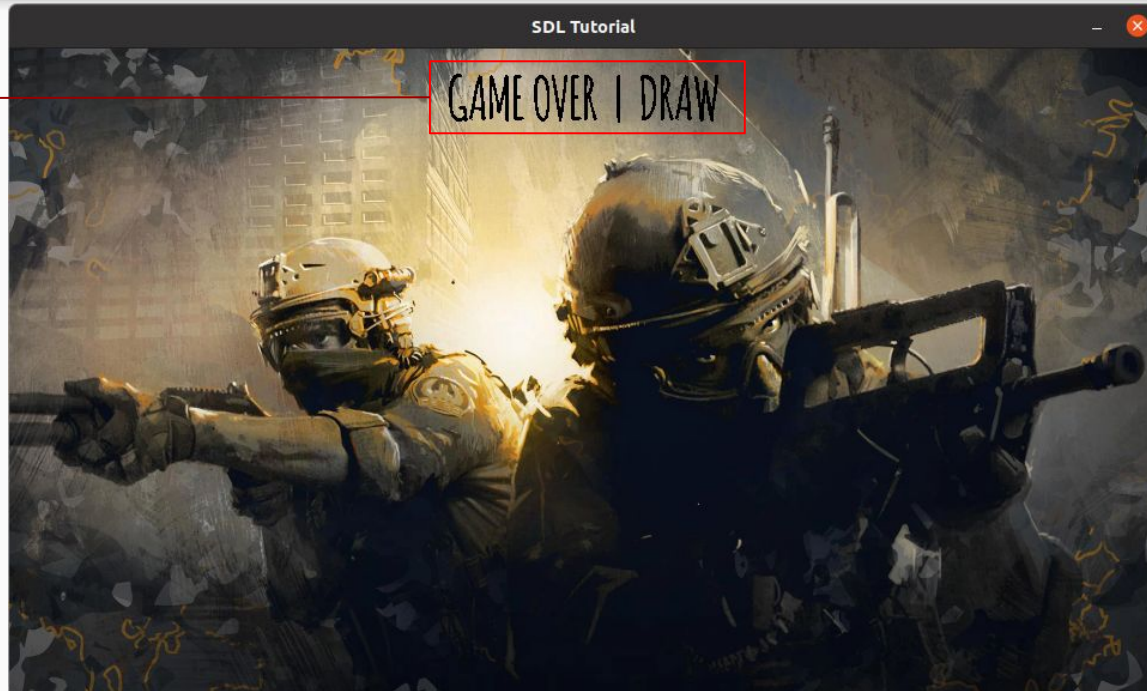Player reloading the weapon

Reload Progress Bar

Round Over

Round Over Message

Game Over

Game Over Message

Connection Lost

Connection lost message →

Round Over when either player loses connection with the other.

Thanks!