The Game of Time

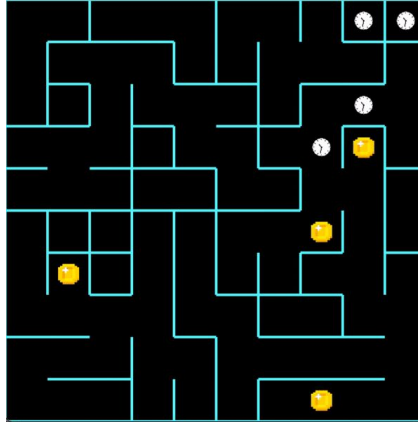## Task 2 of COP290 2021

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Game Elements

- The game primarily has 3 main elements:
  - The player (with bullets)
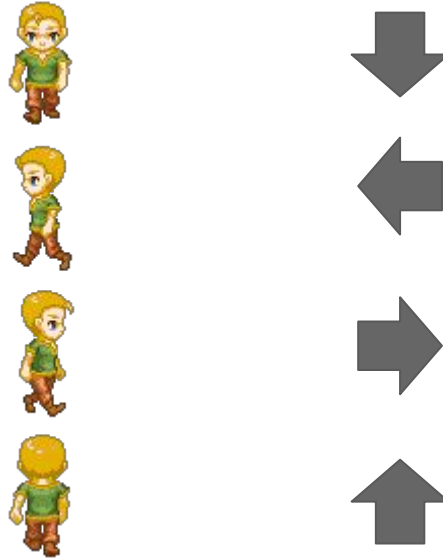 - The maze (with coins and times)
  - The monster

Player

Maze

Monster

Game Rules

- Players move using keyboard arrow keys

Game Rules

- Players shoot bullets using w (up), a (left), s (down) and d (right).

- Each bullet has a cost of 5 score points. If a players score is below 5, he/she cannot shoot.

- When a bullet hits a player, he/she freezes, just like being hit by a monster.

- A frozen or dead player cannot shoot.

- Bullets do not affect monsters, monster simply take in the bullets, without any damage. Same with walls.

Game Rules

- There are 4 monsters in total.

- 2 monsters start chasing the players (one each)

- After a random amount of time, these two monsters stop chasing and start moving randomly. Again after some other random amount of time, these monsters continue chasing their players.

- The time for which the chasing monster move randomly, decreases as the level changes, making the monsters chase more aggressively.

Game Rules

- If a monster catches a player, the player freezes (is unable to move or shoot) while the monster is on him and for the next few frames.
- The monsters do not eat coins or times
- Since the player loses time when colliding with a monster, his/her life effectively reduces

Frozen Player

Game Stages

- There are primarily 4 different stages in the game

    ○ Stage 0: Player name and avatar

    ○ Stage 1: Maze generation

    ○ Stage 2: Game play

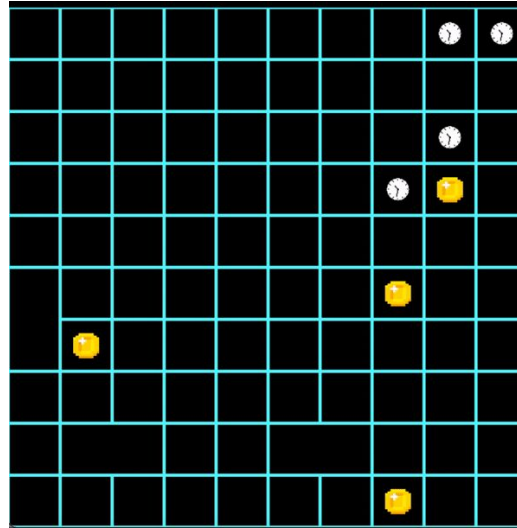   ○ Stage 3: Results, Errors and other Messages

Game Stages

- There are primarily 4 different stages in the game
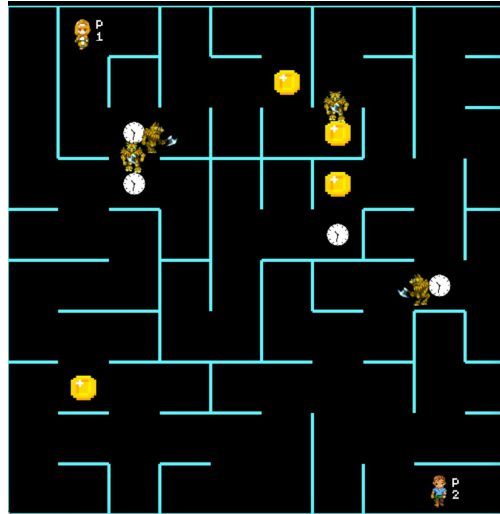 - Stage 0: Player name and avatar

Game Stages

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  - Stage 1: Maze generation
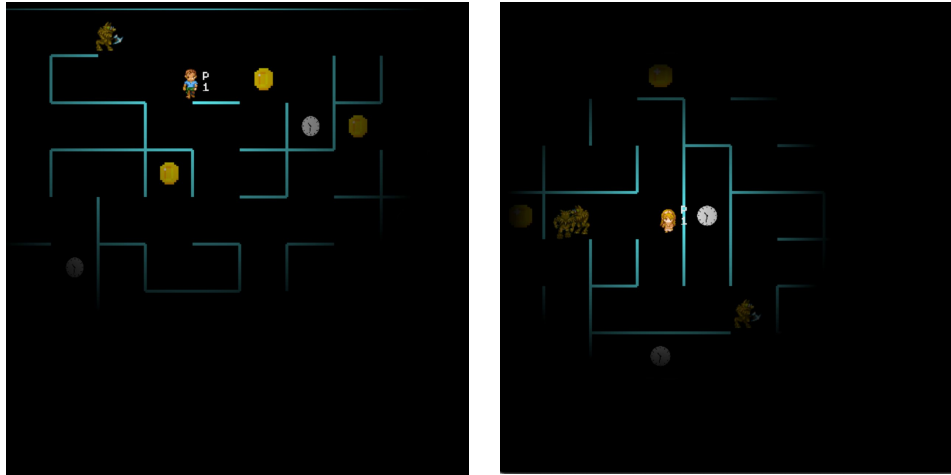
Game Stages

- There are primarily 4 different stages in the game

  - Stage 2: Game play

The game starts with the players and monsters in random positions

Game Stages

- There are primarily 4 different stages in the game
  - Stage 2: Game play

As the levels progress, the game becomes harder,

with more persistent monsters and partial visibility

Game Stages

- There are primarily 4 different stages in the game
    - Stage 3: Results, Errors and other Messages

As the levels progress, the game becomes harder,

with more persistent monsters and partial visibility

Game Strategy

- The ultimate objective is to have a maximum score

- However, eating more time boosters will eventually lead to more score (as player will have more time to collect coins)

- The player has to tradeoff between going after coins and times, while dodging monsters.

- Walls get randomly removed in between the game, so a player that may be stuck can get a chance to escape

Thank You