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CPSC 353 Final Project

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Fighter Pirate Boy

SET UP

1. To get started, open up two windows of the game (double click the executable twice).

2. On either window, click start. It is now waiting for the second player to connect. On the other window, enter the IP of the computer which has player 1 waiting already (in this case, "localhost").

3. Click start, and both players are now connected. After a 3 second countdown, the game begins.

RULES OF THE GAME

1. Each turn, both players will decide what actions to take. when the green bar is empty (~3 seconds), the players are shown each others' moves, and the next turn begins.

2. Turning left, right, moving forward, and firing all count as one movement each. You may make two movements per turn.

3. You will lose if you collide with the other player's ship or if you are shot down.

4. To win, you must fire at and hit your opponent. Your cannons are located on both sides of your ship, so the firing path is directly to your left and right at all times, with infinite range.

Enjoy!