




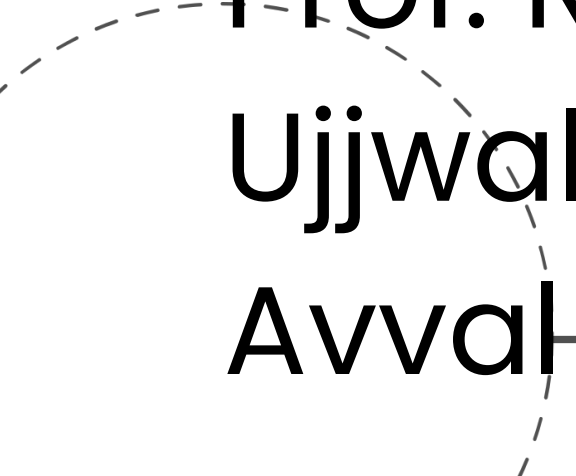
# **COP290 – ASSIGNMENT 2**

## **DAILY LIFE OF I.I.T.D**

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# Game Overview

Each player has 4 meters: Health, Motivation, Stamina and Coins

The final winner is the one having the maximum score at the end of 5 minutes –  
score is given by:  $2 * \text{Coins} + \text{Health} + \text{Stamina} + 0.01 * \text{Motivation}$



# The Four Meters

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## Health

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Can be increased by eating at a restaurant or any hostel.

## Stamina

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Can be spent to gain health at the sports ground.

## Coins

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Are found lying around the campus. Can be spent buying food at the hostels or a restaurant, as well as hopping onto a Yulu.

## Motivation

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Can be increased by talking to a professor (found near the LHC).

# Other Details



## Treasure

Apart from coins, treasure chests are also placed at random locations on the map. Be careful though, each time you pick up a treasure chest, a random change is made to your meters, which can also be negative!



## Players

In your screen, you will be the player wearing the green clothes, while your opponent will be brown (this is the same for both the players).



## Yulu

The players can equip Yulus to move around faster on the map (for a price of course!). When having a Yulu equipped, the player's coins start decreasing at a constant rate.

# Game Controls



## Start Screen

On the start screen, press 'n' to continue to see the rules.

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## Rules Screen

On the rules screen, press 'a' to start the game. Remember that once you start the game, it will automatically get over after 5 minutes.

# Game Controls

## RULES

1. Use the arrow keys to move around.
2. In a Yulu Stand, press 0 to get a Yulu or press 1 to get off a Yulu.
3. Press 0 near a professor to get motivation.
4. Press 0 near a restaurant (Masala Mix) to increase health in exchange for coins and motivation.
5. Press 0 near hostels to increase health in exchange for some coins.
6. Collect coins and treasure chests on the map.
7. At the end of 5 minutes, the final score is calculated as  $\rightarrow 2 * \text{Coins} + \text{Health} + \text{Stamina} + 0.01 * \text{Motivation}$ .  
The winner is decided on the basis of the final score.  
(Press 'a' to start game)

## Movement

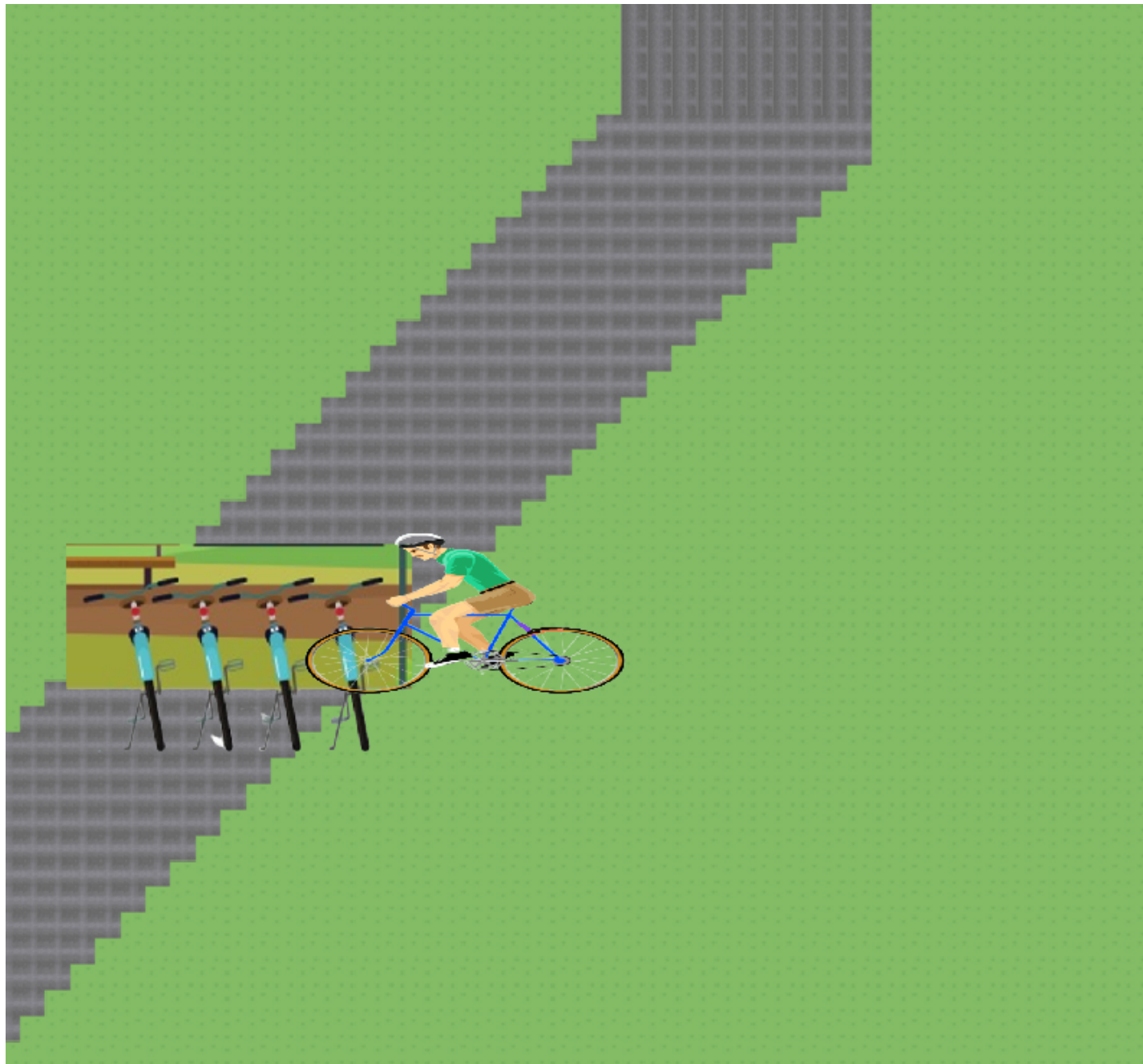
Use the arrow keys to move around the game map.

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## Interaction

Use the '0' key to interact with the football ground, hostels, restaurant and professors.

# Game Controls



## Yulu

Use the '0' key to pick up a Yulu. Use the '1' key to get off a Yulu. Note that you can only equip/get-off a Yulu at a Yulu stand.

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## Music

Use the 'm' key to pause or unpause the background music. Use the 's' key if you want to stop the music altogether (it cannot be restarted after you press 's').

# Hostel Buildings

By eating food here, you can increase your health by +50 for a price of 10 coins.





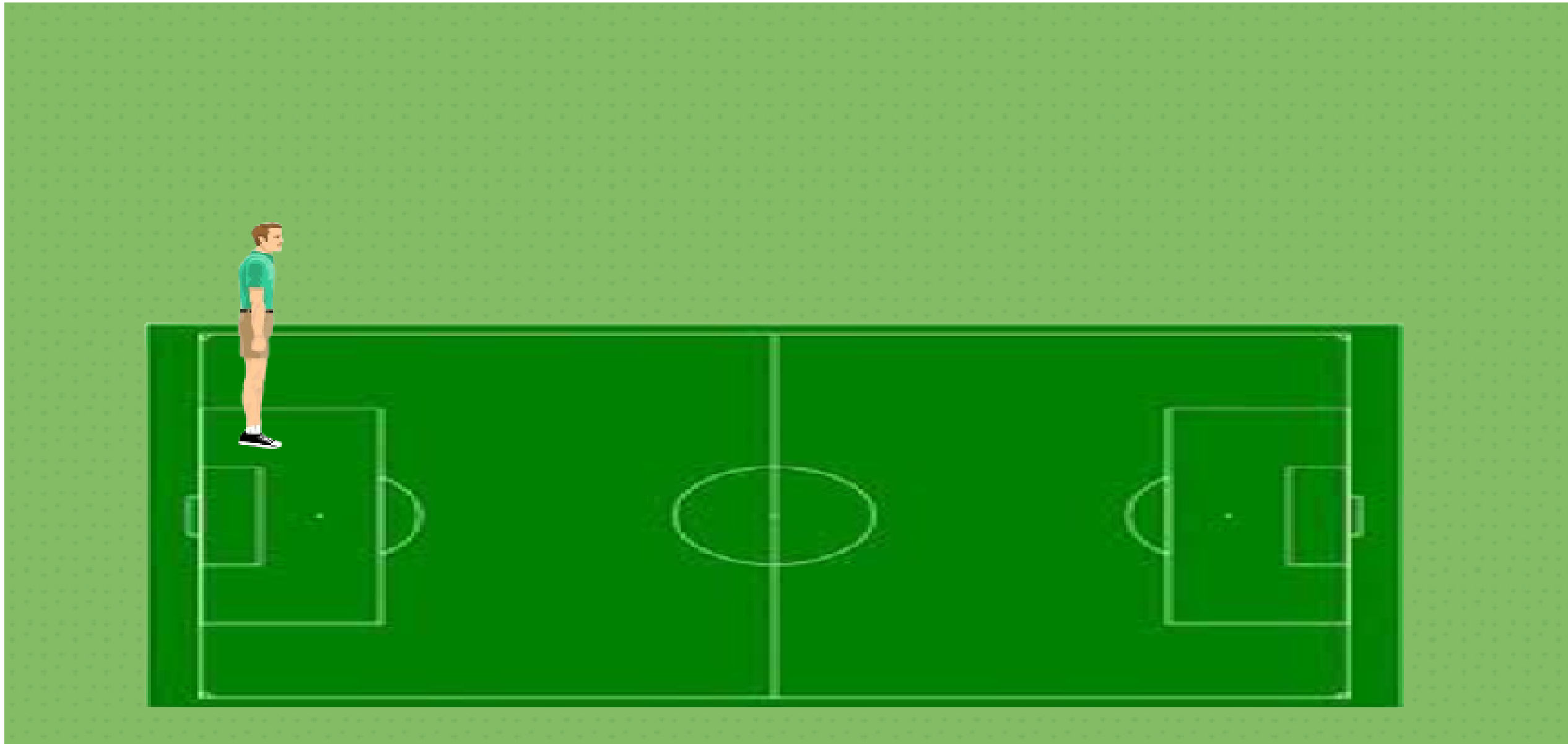
# Masala Mix

You can increase your health by +80 here for a price of 20 coins. However, due to the added guilt of eating out, you incur a penalty of -5 motivation.



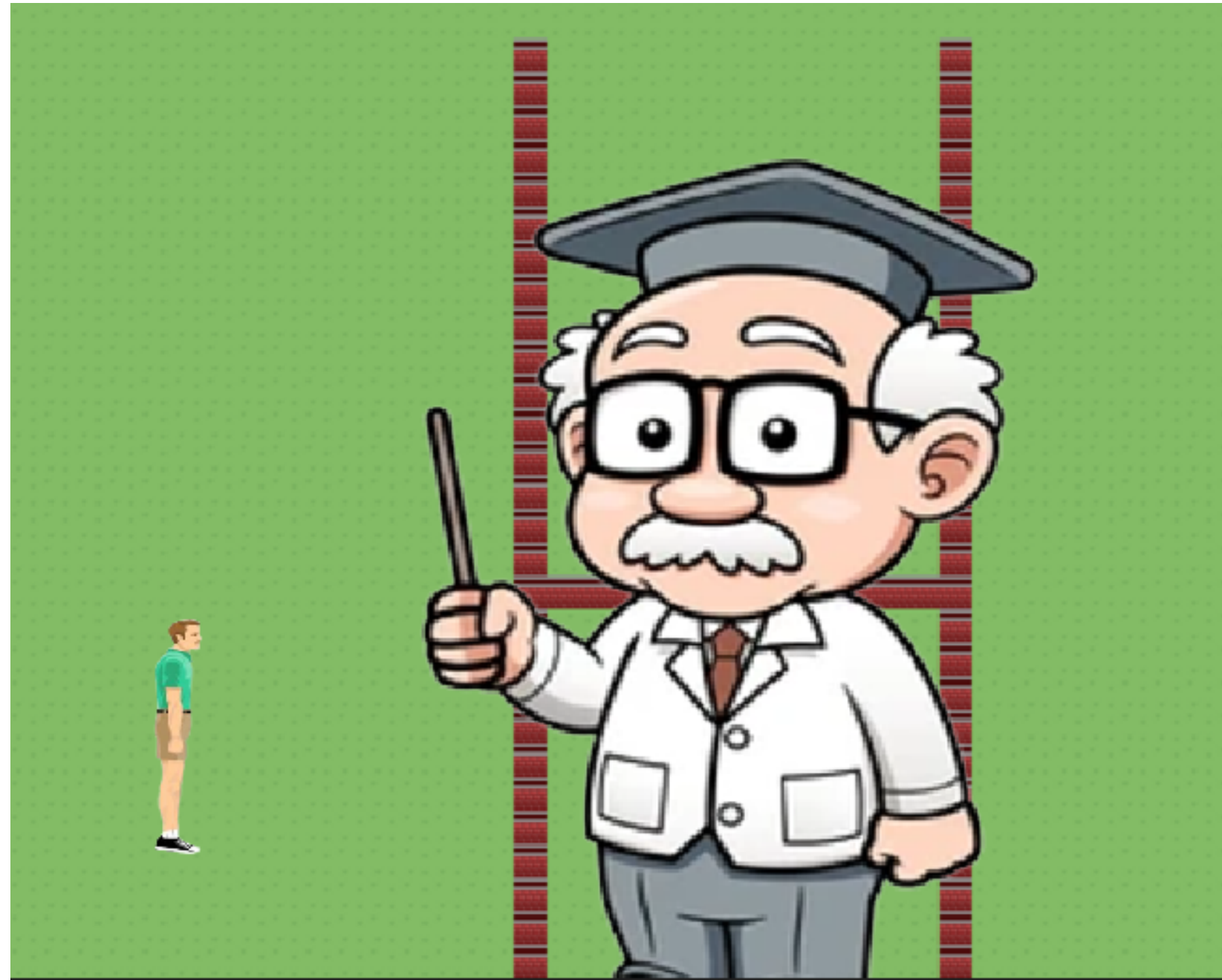
# Football Ground

Here, you can play for +100 health and +20 motivation while sacrificing 95 stamina.



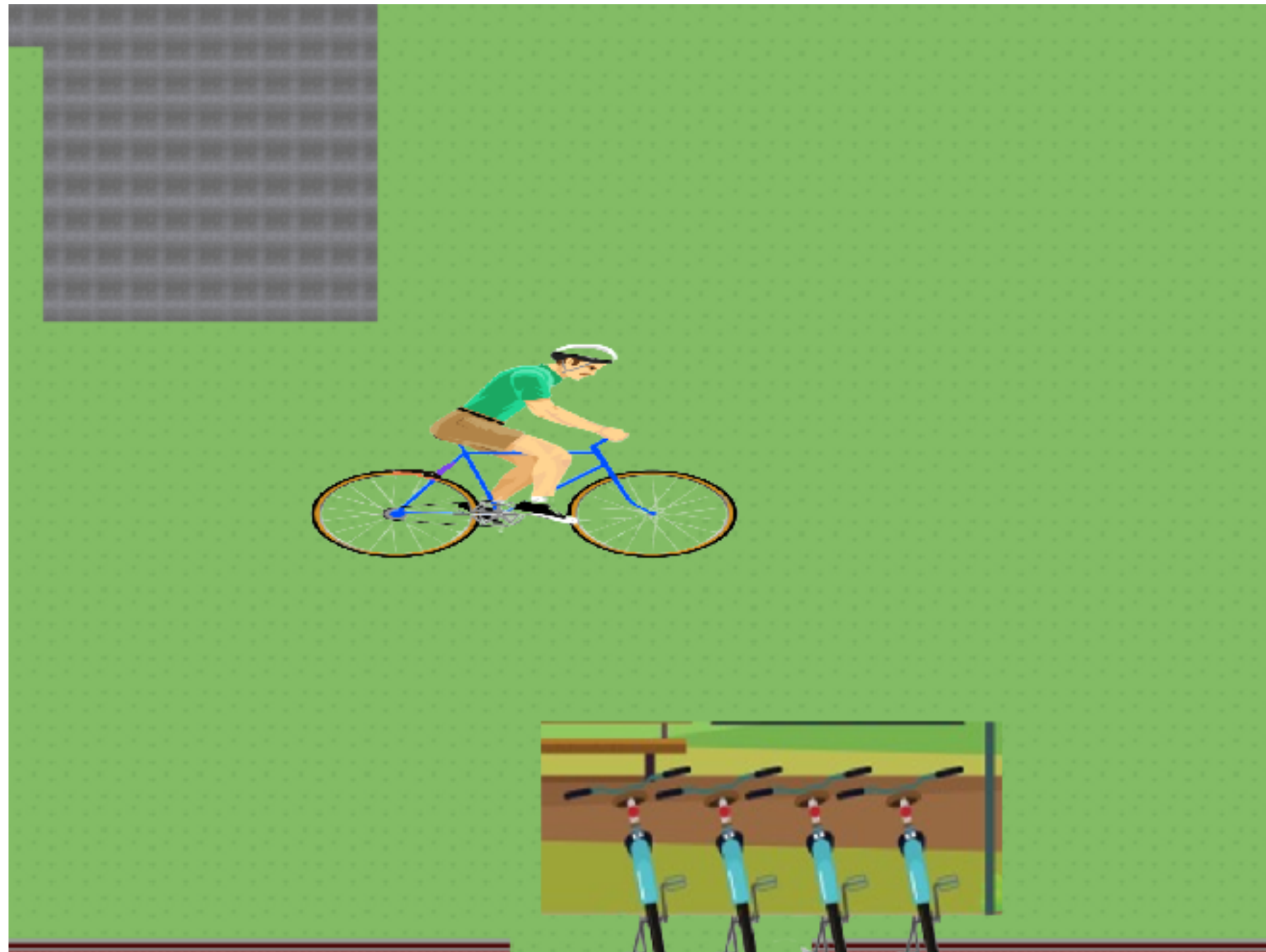
# Talk with Prof

You can talk with a professor to increase your motivation by 1.



# Yulu

Each second you use a yulu, your coins approximately decrease by 1, but the speed of locomotion is doubled.





# Thank You!

## Daily Life of IITD

We hope you enjoy our game!

