

ÍÍnception

a game over iitd campus



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OBJECTIVE

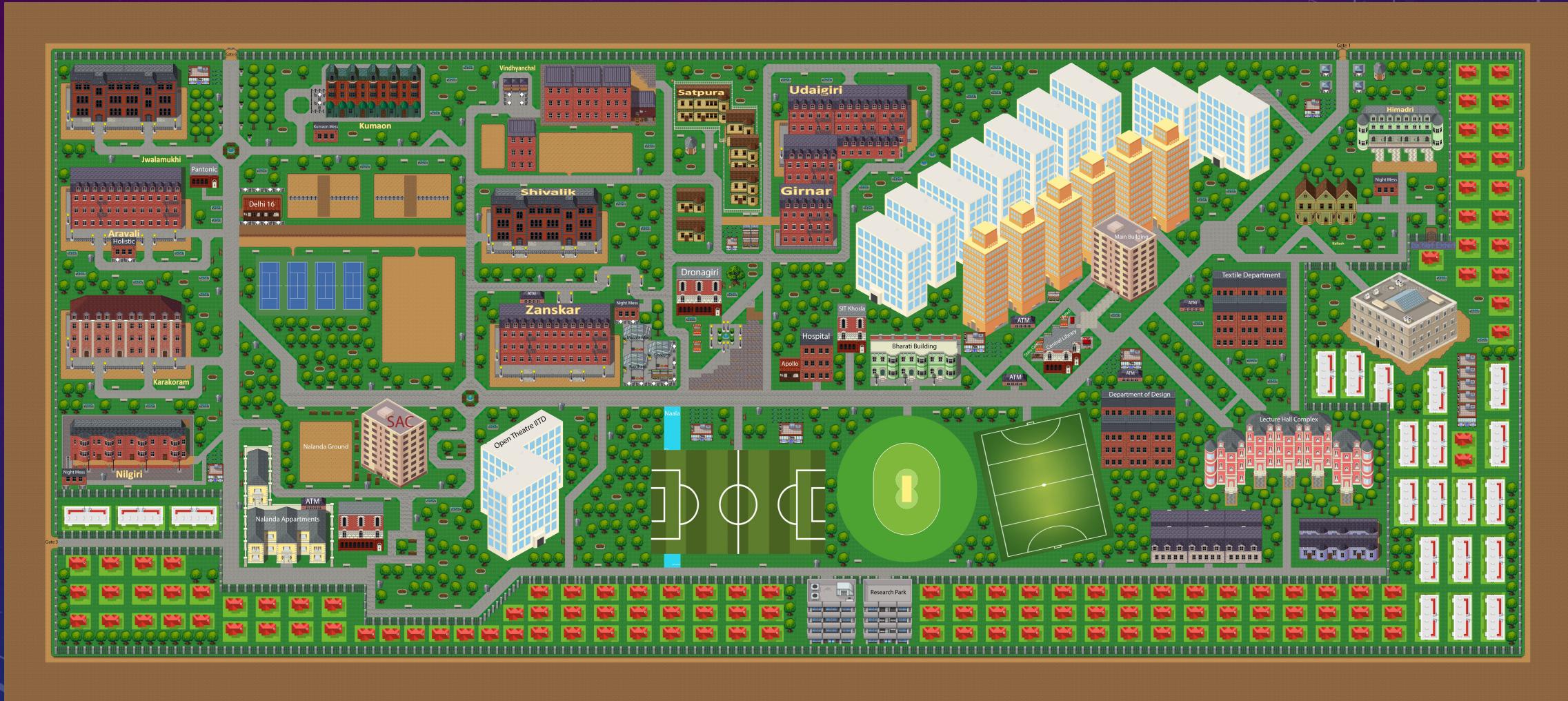


THE OBJECTIVE OF THE GAME IS TO MAKE OUR CAMPUS A CLEAN PLACE BY TAKING PART IN THE NSS CLEANLINESS DRIVE AND CHALLENGE YOUR FRIEND TO SEE WHO CAN COLLECT MORE GARBAGE . YOU MUST COLLECT THE GARBAGE AT MENTIONED LOCATIONS AND THROW THEM IN THE DUSTBIN. IT BRINGS ABOUT HAPPINESS AND HEALTH. ALONG WITH THIS YOU CAN ALSO COLLECT GIFT BOXES AND COINS TO HELP YOU GET A BETTER SCORE. THE PERSON WITH THE MORE SCORE WINS THE GAME! MAKE SURE TO AVOID ANGRY PROFESSORS AS THEY MAKE YOU SAD AND LOWER YOUR SCORE.

INSTRUCTIONS

- Move your character using the arrow keys on the roads. The character moves only on the roads to give a maze like feeling to the player.
- Near a yulu stand press enter key to equip a yulu. To unequip it, press the enter key again, anywhere on the map. If you don't unequip yulu on time, your character suffers from nausea and seizures due to high speed and you need to press P to calm him down.
- To throw trash into bins, press T anywhere near a bin.
- To visit a hostel press V near a hostel.
- To eat food at any outlet, press the key E near it.
- Collect coins and mystery boxes that are spread all over the map to have a better chance at winning!

MAP



CHARACTERS

Player 1



Player 2



ATTRIBUTES

Each Player has the following attributes and based on that he wishes to maximize his final score.

- Garbage Collected
- Health
- Happiness
- Coins
- Giftboxes



WHAT CAN YOU DO?



COLLECT GARBAGE

The primary objective of the game is to collect garbage and put them in garbage bins. This will clean up the campus and give you the most points! It will also bring you 30 happiness. At a given time you can collect at most 10 garbage bags, and you will have to throw them before you can collect more!



RIDE A YULU

Riding a yulu will give you happiness but will also cost you coins. You can gain 20 happiness at the cost of 30 coins. You tend to lose your health when you walk, so be sure to travel from yulu!



EAT FOOD AT HOSTELS AND OUTLETS

1

Eating at hostels will increase your health by 30 at the cost of 20 coins.

2

Eating at outlets and night-mess will increase your health by 25 and cost you 40 coins. But it will bring you 20 happiness every time !



COLLECT COINS

COLLECT COINS TO GAIN MORE MONEY AND
SPEND IT TO EAT MORE AND BE HEALTHY AND
HAPPY!





COLLECT MYSTERY GIFT BOXES

Collect the mystery gift boxes scattered over the campus. At the end of the game, they transform into any of the attributes randomly. Test your luck by collecting as many boxes as possible!

AVOID ANGRY PROFESSORS

Be sure to avoid collision from angry professors as they make you sad!

They decrease your happiness randomly from 5 to 10 points!



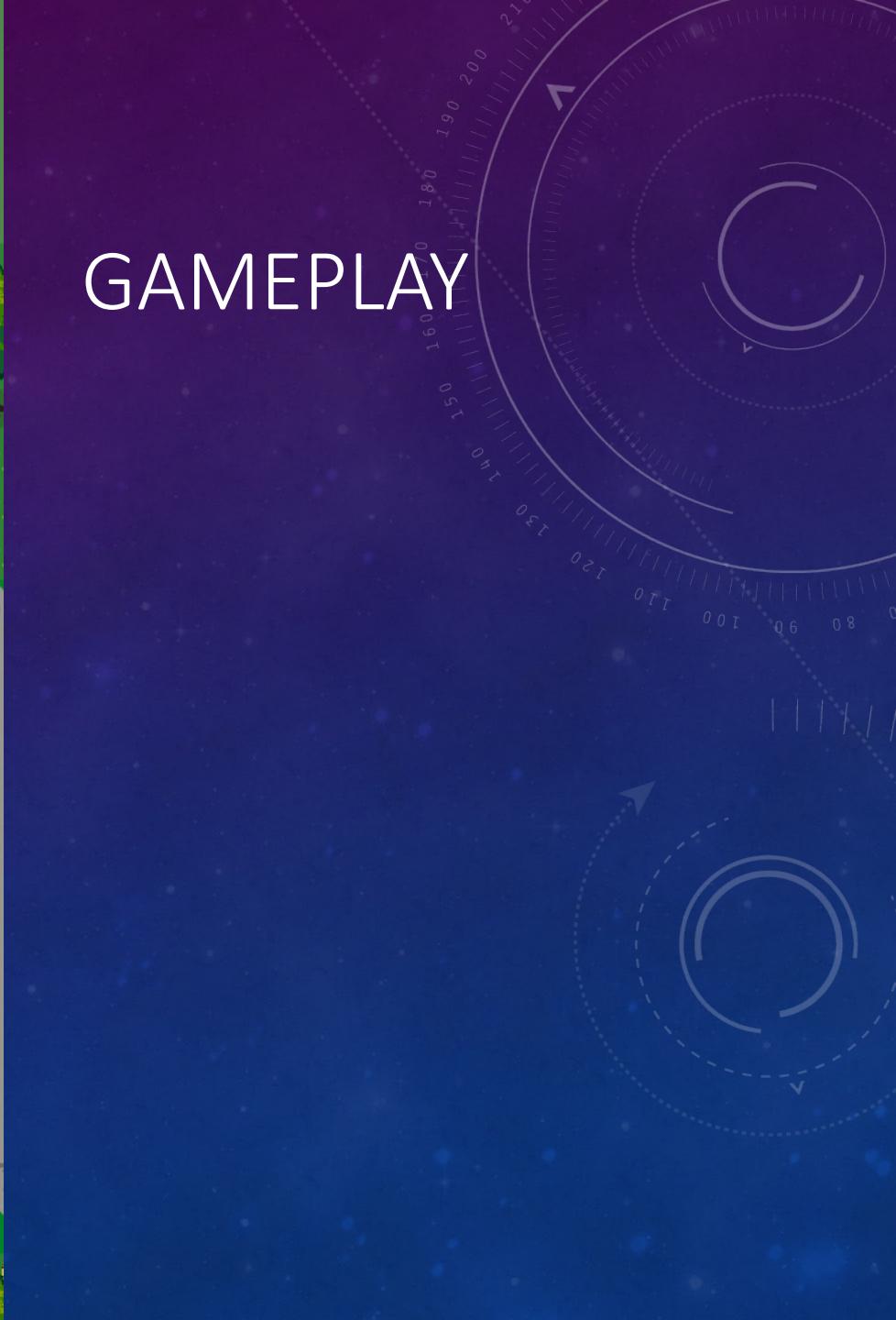
POINTS SYSTEM

- The points at the end of the game are based on how much garbage you can put in the bins. Along with this, you also get points based on your health, money and happiness! Eat at various locations to boost your health!
- You gain score by riding a Yulu that gives you happiness, but also loses you money.
- Avoid angry professors as they make you sad!
- Collect gift coins and see how lucky you can get!
- Final Score = $30 * \text{Garbage Collected} + \text{Coins} + 3 * \text{Happiness} + 2 * \text{Health}$





GAMEPLAY



ACKNOWLEDGEMENT

- To get the complete details of the project see
https://www.cse.iitd.ac.in/~rijurekha/cop290_2022.html
- For SDL tutorials we used <https://lazyfoo.net/tutorials/SDL/index.php> and
https://www.youtube.com/watch?v=QQzAHcojEKg&list=RDCMUCAM9ZPgEIdeHAsmG50wqL1g&start_radio=1&rv=QQzAHcojEKg&t=0
- For socket programming we referred the
<https://www.geeksforgeeks.org/socket-programming-cc/> .
- In resources we used the following links for Icons : <https://www.iconsdb.com/> , Font : <https://www.1001freefonts.com/> , Sound Effects :
<https://www.soundjay.com/> , Map : <https://www.vecteezy.com/free-vector/isometric-city> , Image Editing : <https://www.remove.bg/upload> .

THANK YOU!

