

## **CMSC 137 PROJECT: THE LAST KWEK KWEK STANDING**

### **ABOUT**

The is a program developed by Teamlado (Bantay, Barra, Manglicmot, Rojas), for fulfilling the project requirement for CMSC 137 1st semester (2018-2019) under Mr. Christopher Templado. The developers decided to call the game project as The Last Kwek Kwek Standing, inspired by Agar.io with chat. Below are the specifications of the game:

### **INITIAL STATE**

Players are small entities (kwek-kwek) of equal sizes, they can eat smaller kwek-kweks. Initially, there are spawning food(smaller kwek-kweks than the players' sizes) that they(players) can eat to increase size.

### **GAME OBJECTIVE**

The objective of each player is to either be the last kwek-kwek alive or be the biggest kwek-kwek after a certain time limit.

### **PLAYER TYPES AND ACTIONS**

There is only one player type "basic kwek-kwek" and this type of player is capable of moving in any direction on the 2d plane as directed by the mouse pointer. Each player grows by eating bacteria specs scattered on the plane. These bacteria are randomly generated as the game progresses, each is either a power up or power down. Players may also "eat" other players which are smaller than them.

### **PLAYER STATUS AND SCORING/PERFORMANCE EVALUATION**

#### *Time Bound Mode*

In this game mode, the goal of each player is to become the largest kwek-kwek by the end of a 3-minute limit.

#### *Pointing System*

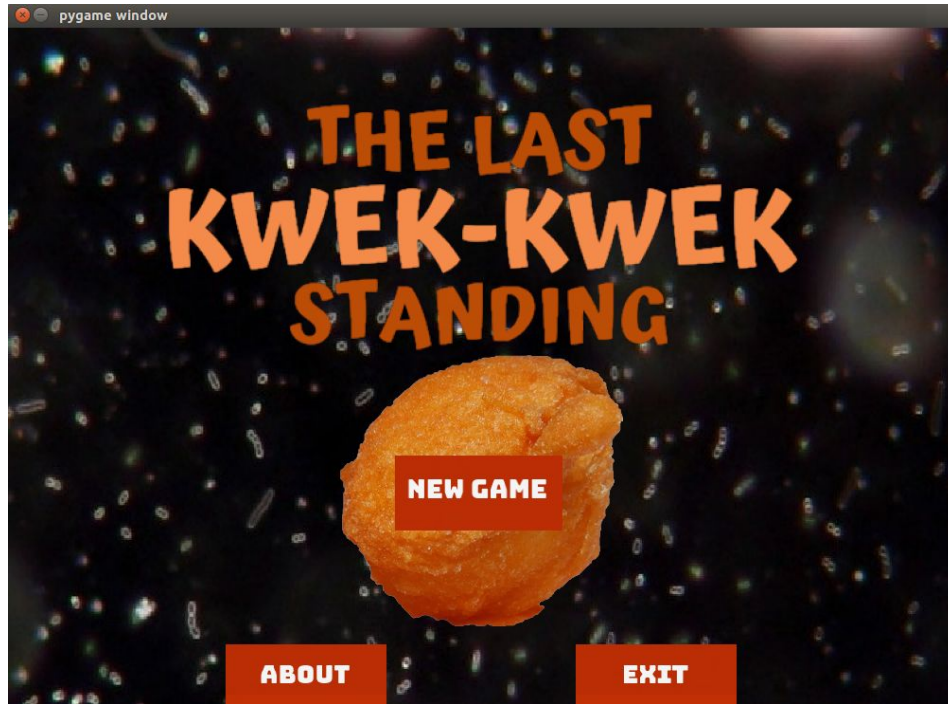
The size of each player determines their ranking among other players. Players will gain points by eating bacteria or by eating smaller players. Initially, each player is size 100. Each bacteria adds 5-10 points to the size of the players.

### **ENDGAME**

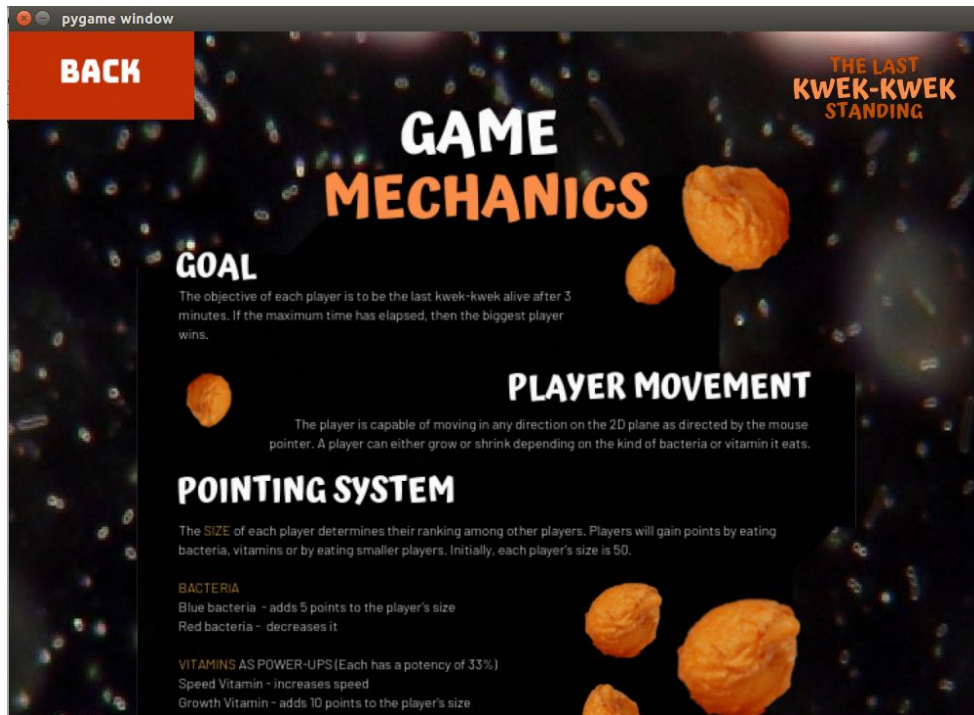
The game terminates when the time is up or only one kwek-kwek is left on the plane.

## HOW TO USE:

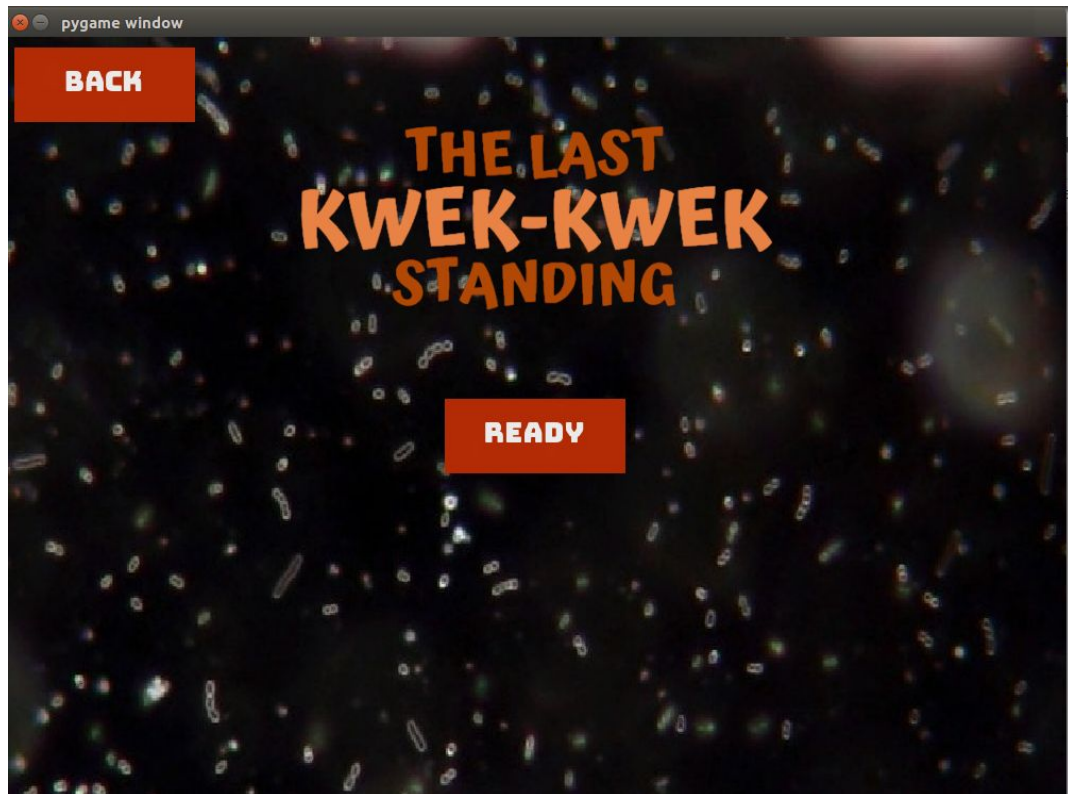
- Machine should have a pygame, tkinter, and protobuf installed.
- Download the zip file named Teamlado\_B3L.zip
- Extract the file.
- Run python3 Kwekwek.py



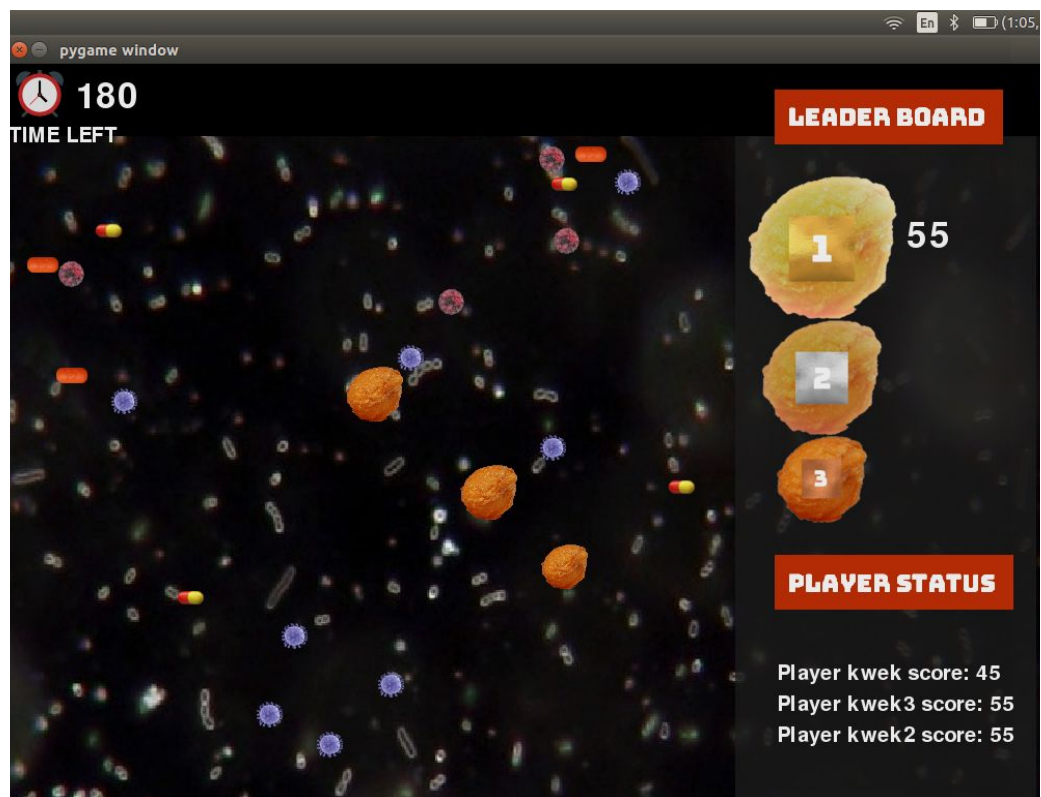
*Game Menu*



*Game Mechanics*



Waiting Lobby



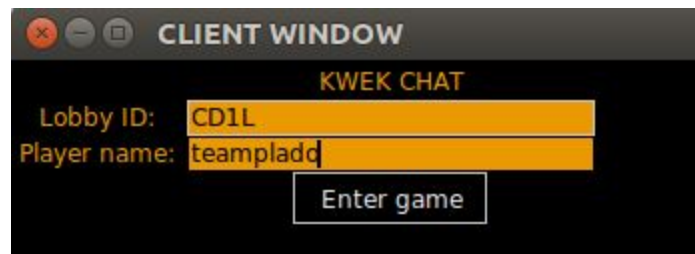
Game Screen

- Run host\_chat.py

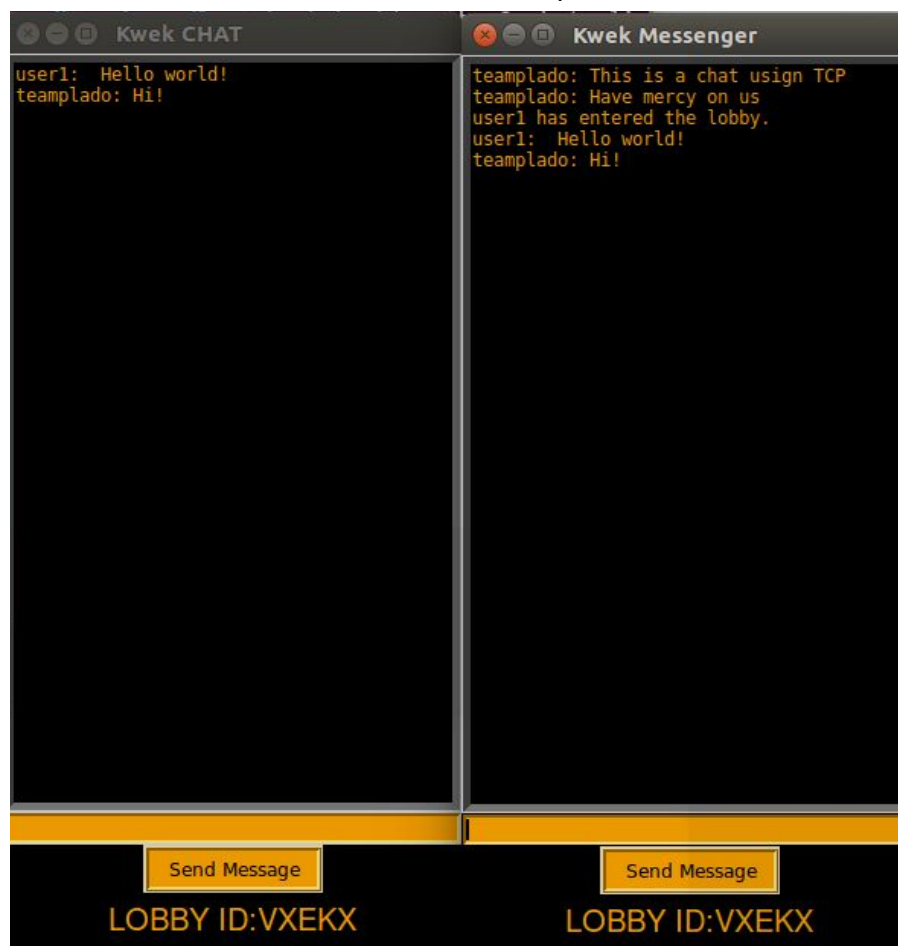


*Chat Host Prompt (Will create own lobby)*

- Run chat\_client.py



*Chat Client Prompt*



*Chat with multiple users*