Idea:

We thought of making a one-on-one fighting game which included the characters Naruto and Sasuke. We thought of implementing their special moves and also including a health bar. From the Mortal Kombat game, we thought of adding Fatality when one player dies.

Implementation:

We implemented the special moves using sprite images after making them transparent and scale them accordingly. We found a good fighting arena and also an intro and ending picture from the web. We dry ran it many times to find the flaws and resolve them.

Problems:

We encountered problems of double buffering which we solved by using an inbuilt function. We had many bugs while loading the images as we were not able to make them transparent which we resolved by using a very good website called Lunapic Editor.

Learning:

• We got to learn the animation of objects using sprite images.

• We learned the power of distribution of work; one guy used to work on debugging, other made animation smooth, thus making this project possible in a limited amount of time.

 • We learned the use of replit and GitHub.

 • We learned a new language and its implementation in just 2 days for the hackathon which itself was an amazing experience.

Instructions:

Press 1 for attack 1.

Press 2 for attack 2.

 Just press one key at a time let the player complete its attack then the computer will counter-attack and when the computer completes its attack you can again go for a kill.

Team Members:

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