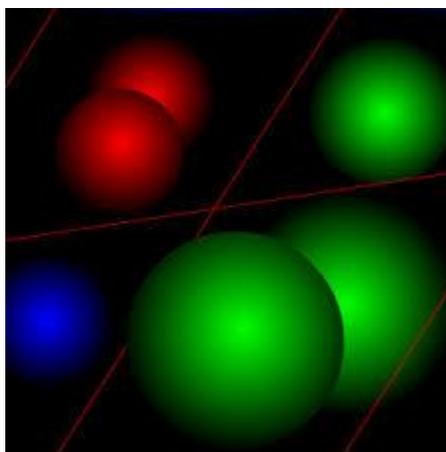


REPORT OF CHAIN REACTION



TEAM MEMBERS

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CHAIN REACTION game is invented by Buddy-Matt .

The purpose of inventing this game is providing entertainment and lots of fun to the users . You can also figure it out that most of people having smartphone's have this game in form of application . Now a days CHAIN REACTION is very popular game .

Description

A strategy game for 2 to 8 players.

The objective of Chain Reaction is to take control of the board by eliminating your opponents' orbs.

Players take it in turns to place their orbs in a cell. Once a cell has reached critical mass the orbs explode into the surrounding cells adding an extra orb and claiming the cell for the player. A player may only place their orbs in a blank cell or a cell that contains orbs of their own colour. As soon as a player loses all their orbs they are out of the game.

Game features both HD modes for larger (Pad) screens and the regular mode for all devices.

Each player can customise the colour & sounds of their orbs. A player can also turn tactile feedback (vibration) on and off.

ALGORITHM

Our program algorithm is given below (subjected to slight modification):

1. Our board size is (8*6). So we defined the 2-D array of size (8*6).
2. It is a **Two Player's Game**.
3. Player can make choice of his name of orbs(eg a or b) .
4. Player1 will play with orbs named 'a' and Player2 with orbs named 'b' .
5. Program will check whether the input given by the player is valid or not.
6. Program will display view of the board before and after each player's turn.
7. The orbs explode into the surrounding cell when reached critical mass. So program will implement this explosion stepwise.
8. To call appropriate function's of explosion , depending on the input position given by user.
9. Finally, it will check whether the game is over.

Basic Intension of our Code

1. Before each Player's turn , to display the Board . For this we made a function named **Boardview** .
2. To take input from Player in form of ith row and jth column.
3. Input of Player1 is stored as 1,2,3,4,5 and displayed as a1,a2,a3 .
4. Input of Player2 is stored as 11,12,13,14,15 and displayed as b1,b2,b3 .
5. Internally blank has value 0 .
6. Validation of Input.
7. Now, coming to the explosion part. Depending on the Input , we will call suitable function which does explosion if orb's reach critical mass or simply increments the no. of orb's on the input position .

8. We have made function's for input on edge , corner or in somewhere in middle of Board.
9. We defined the explosion function's for 1st Player and used that same explosion function's for 2nd Player by swapping the values of Player1 and Player2 .This idea makes our code Simple .
- 10.To check after each player's turn if the Game is over or not.

Insight Code

We have used the basic knowledge of functions , especially call by value and recurssive functions . And the basics of C++ taught in class .

We are able to display the grid nicely on the exe. Screen ,so we didn't thought the use of gaphics package .Also our Game is very much user friendly .

Acknowledgement

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