SRS DOCUMENTATION

LAB BATCH : 142

TEAM MEMBERS:

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PROBLEM STATEMENT:

The project which we decided to make is a game in which there will be a person on the home screen whom the user has to operate using mouse. There will be some obstacles coming in his way. The user has to make the man cross them.

ANALYSIS AND IMPLEMENTATION:

In the game, the man is satnding at a position.There is a ditch that keeps on moving on the ground.The man has to be controlled by making a mouse click on the jump button.At first , when the game starts , the screen containing the following tabs is opened.

START

HIGH SCORES

INSTRUCTIONS

CREDITS

QUIT

All of these tabs are actually bitmap images of specific dimensions . So, whenever there is a mouse click on one of the bitmap , the mouse click will be recognised by "IsInside" function of bitmap class and it will call the function that executes the specified operation.

START:
When there is a mouse click on this bitmap , it calls the function StartScreen() which contains the game part.In this game , at first the bitmap of the man is displayed as if he is standing on a ground.The bitmap of ditch is shown moving from one end of the screen to the other end.A Jump bitmap is shown at the top of the screen.When the user clicks on the screen, the man jumps .

HIGH SCORES:
When there is mouse click on this bit map, it calls a function HighscoresScreen() which opens and displays the file containing the top ten scores and the names of the players.

INSTRUCTIONS:
When there is a mouse click on this bitmap, it calls a functions InstructionsScreen() which open the file containing the way to play the game and displays its contents.

CREDITS :
When there is a mouse click on this bitmap, it calls a function CreditsScreen() that opens the file containing the names of the team members , their corresponding roll numbers and departments and displays it.

FEATURES OF THE GAME:

As mentioned before , the game consists of a person who has to cross the obstacles. Essentially the screen of the game is a simple window type on which there is a back ground of bitmap type. On this a bit map of man is shown in standing position at the start.

JUMPING :

When there is a mouse click on the jump bitmap, the man is made to jump.Both these are implemented by invoking a function on a mouse click which runs a loop to display various positions of man during the jump for a definite time span to create the effect of jump.

The function BmpMove() which we made takes care of the movement of the bitmap from one position to another . It takes initial , final coordinates of the images as the parameters , time in milliseconds as parameters and moves the bitmap through the steps.

GAME PLAY AND SCORING:

The technique of erasing and redrawing will be used to create the effect of motion of ditch. When a ditch   comes in the way of the man, a specified distance will be set between the man and the ditch with in which the user should click the mouse appropriately in the upper or lower part of the screen to make the man jump correspondingly. If there is a mouse click at the wrong place or at the wrong time , a message showing game over is displayed and the game returns to the main menu.

When the man crosses a ditch , score will be increased by 1 point and similarly for the block.

MORE FEATURES WHICH WILL BE INCLUDED IF TIME PERMITS:

   1] In the quit part , to ask the user for the confirmation of quitting which is essentially a yes or no question.

   2] To increase the difficulty level of the game after certain time by reducing the distance in which the
 mouse click should be registered to make a jump / slide.

   3] To make one more level for the game. But the features are not yet decided.

DIVISION OF WORK DONE TILL NOW :

1] Backhand coding and linking it with GUI : Tarun Raj, Mridul Garg , Partha Sarathi

2] Making the background and bitmap images : Monotosh , Monika

3] Making the credits part and help part : Kalpesh , Piyush

Problems:

The ez windows is taking fairly long time to display the images.We struggled a lot on that but were unable to work it out.So, we made some sample programs for the smooth movement of man jumping and the image moving.It is working then.But when it is merged with the other code it is displaying the position of the bitmaps but not the images properly.

FUTURE IMPLEMENTATION THAT COULD BE DONE:

One more type obstacle can be included in the game at certain height. Different levels of the game can be included by decreasing the time gap between the two images that will be displayed.