Project Selection

Team Name: Core Dump

Team Short Name: coredump

Team Members Name/Email/CATS:

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Team Project Home Page:
http://people.ucsc.edu/~brzlnut/cmps115

Project Name: *Xscorch*

Project URL: *http://chaos2.org/xscorch/*

Implementation Language: *C*

License: *GNU General Public License*

Overview:

Xscorch is a clone of the classic DOS game, "Scorched Earth". The basic goal is to annihilate enemy tanks using overpowered guns. Basically, you buy weapons, you target the enemy by adjusting the angle of your turret and firing power, and you hope to destroy their tank before they destroy yours.

The game currently has enough features to make it playable: human and AI gameplay, some destructive weapons, and shields (with minor bug). Currently, accessories other than shields have not been implemented. The network coding has been implemented.

The program requires the usage of the library GTK+ 1.2.0 with the optional use of libraries MikMod 3.1.9 and GNOME.

Proposed Modification:

The currently the game is able to have multiple player, but we want to implement an option where you could have teams with many players, not just one against one. The sound in the game is not completed. We are planning to add in some background music and research the possibility of adding in sound effects. The tanks are supposed to fall when the land beneath them explodes, however, this doesn't happen and it is something we will work on. We are planning on adding on wind to change the projectiles, because the trajectory functions cannot currently compensate for the viscosity of air.