Term Project| CSE 106 | March 16, 2014

**Candy Muncher**

A Single Player Game written in C using iGRAPHICS



**Overview:**

**The term project of ours is a game named “Candy Muncher”. It’s a single player game. The game features Candy and Stone. They will spawn on the screen randomly. the player has to control the mouse to catch candy and avoid Stone. The challenge for the player is that the candy and stone will change states (all the candies in the monitor will become stone and all the stones in the monitor will become Candy) after a definite amount of time.**

**Initially, the player will have 30 units of life ( health of teeth ); each bite on the stone will cost 2 units of life, the game ends when the player runs out of life.**

**How to catch Candy:**

**The player has to left click on the candy to eat it.**

**Scoring& Levels:**

**Catching every regular candy will yield the player 1 point. The game has 5 levels. The user has to collect “definite” points before the time runs out. Again, every level has different “definite” time span.**

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| **Level** | **Points to pass** | **Number**  **Of Row** | **Number**  **Of Column** | **Total Objects** | **Dimension of Each object** |
| **1** | **30** | **1** | **4** | **4** | **256\*256** |
| **2** | **35** | **2** | **4** | **8** | **256\*256** |
| **3** | **40** | **3** | **8** | **24** | **128\*128** |
| **4** | **45** | **4** | **16** | **64** | **64\*64** |
| **5** | **50** | **5** | **16** | **80** | **64\*64** |

Health of teeth is filled partially to the 3/2 th of remaining health after completing every level**.**

High scores are ranked on the basis of most points scored in minimum time. So, if two players have the same of score, then the player with less time taken will be ranked before the other.

Difficulty:

Difficulty increase with level as the number of candy and stone increases.

So, the probability of scoring more points increasealong with the probability of dying out of health.

**Special Feature on Win Streak:**

**Win streak of ‘n’ means consecutive n candies have been eaten.**

1. **If the user catches 25 candies one after another And doesn’t catch a single stone , then he will be able to use the power up “Toothpaste”, which will heal 1 unit damage of his teeth inflicted by the stones.**
2. **If the user catches 50candies one after another And doesn’t catcha single stone , then he will be able to use the power up “glue”, which will make the screen still for 3 seconds (3000 milliseconds), so the player can catch all the candies successfully.**
3. **If the user catches 75 candies one after another And doesn’t catch a single stone , then he will be able to eat a “special candy”, which will yield 10 points.**
4. **If the user catches 100 candies one after another And doesn’t catch a single stone , then he will be able to eat the“golden candy”, which will yield 20 points.**

**Eating special and golden candies help to get a good score.so they are very precious and will disappear just after they emerge .**

**Main objects :** Candy(regular, Special And Golden) And Stone

**Power Ups :** toothpaste,glue**;**

**Additional Features :**

1. **Game can be paused at any moment.But**
2. **Game can be saved and loaded.**
3. **Game has a 10 member “Hall Of Fame”. The top 10 scorers with their name, score and time elapsed.Rankings are done on the basis of maximum score gained in minimum time. So if two players have same score, then the one person to obtain that score in minimum time will be ranked before the other. Again, if any user has same score in same elapsed time,then he will not be ranked. To be ranked, user has to beat the others who have played before him.**

**Screen Shot of every Level :**

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| **Level 1**  F:\Term Proj\Fresh Copy 16 march\Screen Shots\level 1.jpg |

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| **Level 2**F:\Term Proj\Fresh Copy 16 march\Screen Shots\level 2.jpg | |
| **Level 3**  F:\Term Proj\Fresh Copy 16 march\Screen Shots\level 3.jpg | |

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| **Level 4**  F:\Term Proj\Fresh Copy 16 march\Screen Shots\level 4.jpg |

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| **Level 5**  F:\Term Proj\Fresh Copy 16 march\Screen Shots\level 5.jpg |

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