

# Administrator

Capstone Project (CS1972 - 3D Game Engines)

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## Abstract

*Administrator* is a turn-based strategy game / first-person shooter written in C++ as a CS1972 final project. The player takes the role of DEMI-OS, an experimental AI that can interface with nervous systems, following an attack on the facility where it is housed. DEMI-OS takes control of its last surviving user in the hopes of saving his life and locating the source of the attack.

The surviving user has the unique ability to install DEMI-OS on unsuspecting enemies via injection, which brings them under player control. Controlled soldiers can be used to attack their former allies or to misdirect them, leaving them open for injection. Each level ends when all enemies are either dead or controlled, and the ultimate objective is to make sure as many survive as possible.

The engine written for this game builds on the standard features implemented in CS1972 by adding deferred lighting, behavior trees and squad tactics for enemy AI, and text rendering using FreeType.

