CSE 4851

Assignment: 02

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A game named Age of Villagers (AoV). The game is about people from different parts of the world trying to build their villages. The game has a lot of features, of which we implemented only on the village creation part. A village can have several types of objects like house, tree and water source.

At first our code has the main function from which client can create villages and components. For example, a client creates a player 1 and for player 1 we have a unique village. On that village let’s say he decided to build a house and tree. His house and tree can be unique to other players. So, he will add shape according to his choice and create his unique objects for the village. A flowchart showing the full diagram of the code is given below:

