

Personal Project : Fire Particle Simulator

C++ for Beginners Course on Udemy

In this personal assignment, after learning C++ syntax and behavior, I implemented a fire particle simulator. This was developed in Eclipse and utilized SDL for the graphics in display. In this project, I learned how to use SDL to create screens, how to create particle on the display as well as how to manipulate those particles in order to create swarms.

To see the end result, go into the Fire Particle Simulator Folder, Click on the Debug folder and then click on the executable to see the program run.