**Chapter One: Introduction**

Our course project titled "The Other Side" is a 2-D game made in C++ using SFML library. Basically, you have to help

kangaroos cross the road and river to reach the other side, tackling various obstacles in the way. You get 25 points for

each kangaroo you help. You will be given 5 lives and the more kangaroos you help, the more you will score. Various features

of OOP like class, objects, inheritance, polymorphism, etc have been used and incorporated in this project to understand the

essence of OOP.

**Background and Problem Statement**

For technical students, the most important factor to measure their ability and skill is

their practical performance rather than their theoretical knowledge. Considering this fact,

an assignment has been given to the students of Electronics, Communication and

Information Engineering to prepare a project using C++ programming language in order to develop their

practical ability to develop programs and software using C++ programming language as per

requirements. This project is a part of the subject Object Oriented Programming, first year and

second part of BECIE course.

**Objectives**

To make students capable of applying the skills and knowledge gained during theory and lab classes in real life.

To develop a 2D game in C++ using SFML.

To understand the nitty-gritty of OOP through implementation.

To develop problem-solving skills and teamwork spirit in students.

**Limitations**

This project is developed for 32-bit system.