Chapter six: Conclusion

After the completion of coding of the game, the player can have fun and enjoyable experience. The game is pretty simple and intuitive that the players will not have difficult time understanding how to play the game and how to score in the game. The game also utilizes the data file in the computer system in order to store the best score for future reference. The features of the game are:

* It is light and can run in any windows computer.
* It is pretty intuitive. The players will not have difficult time understanding it.
* It stores the best score and compares with the player’s score to make the game more competitive.

By building this game, we learnt more about the C++ programming language and about the object oriented programming system.