

# ATET GAME DOCUMENT

## **INTRODUCTION :**

This is our Game Component Integration Sprint 1 Submission where we created a C++ program with the all necessary details given.

## **HOW TO BUILD THE PROJECT :**

- Extract the .zip file and you can find the project folder with this readme file
- Once you extracted the file you can run the solution and build our project in either Debug or Release
- Once building is done there will be a folder named x64 in the Solution Directory
- You can either run the .exe there or you can run the project

## **WHAT HAS BEEN DONE INSIDE THE PROJECT :**

QUESTION 1 : Added Complete UML Diagrams for the game.

QUESTION 2 : Made the whole project in git.

QUESTION 3 : Entity will be able to move through input and JSON is used to Read and Write Player Data.

QUESTION 4 : Objects and variables are named to describe the thing that they actually represent.

QUESTION 5 : A consistent coding style has been followed.

## **PLAYER CONTROLS :**

Player Movement : A and D to move left and right

Space : to change player direction near axis changer

**NOTE :** You can find all scripts inside the src folder