Mind-Blowing Games

**Purpose:** To include all of the aspects of programming learnt in this course into mini-games for a portfolio. In our portfolio, there will be several games that involve the following techniques; drag and drop, timers, sound, movement, collision and menus. They will also include additional functions such as GetaSyncKeystate and BitBlt. The games in this project are:

* The gates of hell
* Slithering snake
* The undead archers
* The maze of death

**Features:** The features we shall incorporate into this project are:

1. A user friendly interface.
2. Ability to choose characters (for some games).
3. A high score system (for some games).
4. Instruction forms on how to use the program and controls for the game.
5. An about form giving the basic description of each game and the intended audience.
6. Option to quit the game and end the program at any time.
7. Option to return to the main menu at any time.
8. Difficulty options.
9. Display user name on each form (using global variables).
10. Store the users score from each game they play.
11. Cheats (for some games).

**Limitations:** some of the limitations we foresee are:

1. User will not be able to play against computer (no Artificial Intelligence).
2. Limited mazes/levels in the games.
3. Limited game screen (user is limited to the form boundaries).

**Area of project that challenge and increase programming skills:**

1. This project will cover all of the topics taught to us in this course. Such as Drag and drop, timer, randomization, collision, using controls and their properties and graphic commands. This will help us increase our experience of successfully using these skills in additional projects.
2. We will be using the GetaSyncKeystate function in this project. This function helps detect if two keys are pressed by the user at the same time. This allows us to create simultaneous movement of objects when two keys are pressed. This is used in our mini –game called the undead archers. Using this function will help us create better multiplayer games.
3. We will also be using the BitBlt Function. This function allows us to create better character movement using the picture sprites (colored version) and masks (white background with black outlines on the part to be displayed). This is used in two of our games: the undead archers and the maze of death. This function will help us learn how to create games with advanced character movement.