Ben Bachelor

Brandon Shaver

Chris Tobias

JunCe Zhao

CS 340 Final Project

“Will of the Alien”

Website: <https://sites.google.com/site/cs340project/>

Description of project:

Our project is a design of a desktop game. The name of our game is “Will of the Alien”; it is a 2-d graphics game. We created this game using Qt 5, a cross platform c++ editor. Qt was very useful and helpful in creating our game mainly because of its build in graphics related classes such as QGraphicsView and QGraphicsItem. However, Qt was also very troublesome and problematic at times; all the members in our group are new to Qt and also new to C++, so just getting to know the basics of Qt took a significant amount of time.

Our initial goal was to create a project that will allow us to show our creativity as well as a project that can provide us with practical software design experience. One area of interest that all members of our group share is video game. We got the motivation for our game from the iPhone game “Turtle Fly.” We felt that a clone of that game with a new story line, as well as new characters and obstacles will be an ideal game for our purposes. Also, we thought that this project is within the scope of this class and we were able to divide the work load fairly evenly. (Description of the game can be found on our website provided above).

How to compile:

To compile open the customItem , then open the main qt project file, will of the alien. Everything should compile.

What worked:

* The overall game plays such as object movement, collision detected, and winning condition.
* Navigating from scene to scene, such as from main menu to instructions to game play and back.
* Ability to upgrade the main characters physical abilities through upgrades in the shop.
* All our image resource (mostly from google) worked.
* Supporting multiple key presses works.
* We got the sound to work. This took a long time because Qt resource folder was not cooperating. The resource folder either did not support the type of file or the file was too big. We felt like we had the perfect music for our game so we did not want to add just some average music. We therefore had to crop the sound correctly to make it work.

What didn’t work:

* Initially we wanted to design an android game; however, because of time we were unable to do so.
* Because of time, we were unable to implement a pause option.