

Group 10 C++ project

The Demon Hunter

Team members:

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- IMT2020133 Darpan Singh
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Features:

In this game you have to shoot as many enemies as you can before they kill you. While you will be killing them, they will also shoot you

You can avoid their bullets by moving right and left. Enemies will pop up randomly somewhere on the screen one by one.

The Player flips vertically when placed in the right half.

Each kill gives you 10 pts.

Each bullet that hits you will decrease your health by some not fixed amount. Because not all bullets have same effect.

The game ends when the player dies and score is displayed.

The final screen also has a msg of you made a high score.

Instructions to run:

In the terminal, in the directory of all cpp and hpp files, run the command make

And then run - ./TheDemonHunter

Link to access the game:

Github Repo: <https://github.com/kdesh2001/The-Demon-Hunter>

Drive Link: <https://drive.google.com/file/d/1SeQb3Dh10xBdewOzc4PpRZeXsAJ-t4G4/view?usp=sharing>

Team contributions:

IMT2020523 - Player shooting, killing of enemy and then not rendering it, enemy shooting, creating enemy at random places, player name input, maintaining score records in a file (ranked scores), all of game.cpp except start window part.

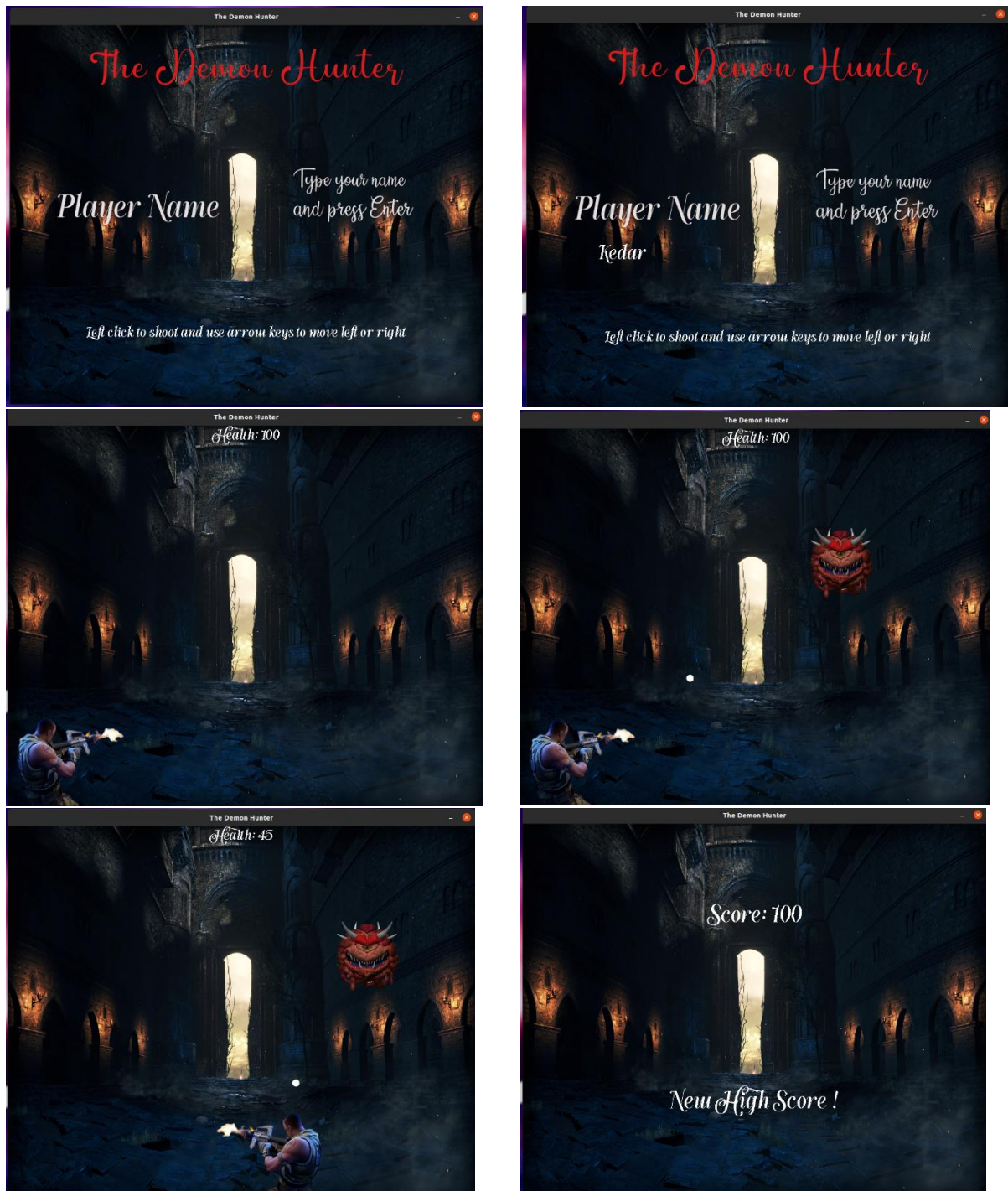
IMT2020133- Sounds, rendering of final score

IMT2020025 - image rendering and moving of player

IMT2020129-starting screen, maintaining health and rendering it.

IMT2020513- rendering of msg if high score is created

Screenshots:



Instructions to play:

Enter your name and press enter. Shoot the monsters by keeping mouse cursor on them and left clicking. The monsters will also shoot you. Avoid those bullets by moving left or right using arrow keys. The game is over when your health goes down to zero.