

## **CSE 165**

### **Design Report**

Our project is called “*Collect the Squares!*”. It is a game where your goal is to collect all quickly moving squares. The player controls a little triangle ship and attempts to collect all the squares that are moving across the screen. The player can aim to do so in the least amount of time possible.

The game uses object oriented programming concepts through all of its objects, since they all inherit from the `QOpenGLWidget` class and override its methods. Furthermore, there are 2 classes of target which exhibit polymorphism through their inheritance of the target class parent. There is a timer counting up from the start to provide a measurement of the skill of the player.

Within our group, the workload was divided as follows: Luis took care of creating the player item and the player controls, Ryan created the squares and the logic that comes with them, and Carolyn put both together and added a timer (and end screen) to create a more engaging game experience. Overall, most of the effort was put into figuring out how to use the QT interface and OpenGL within it.

Thank you for your time, and have a merry Christmas & don’t forget to collect the squares!