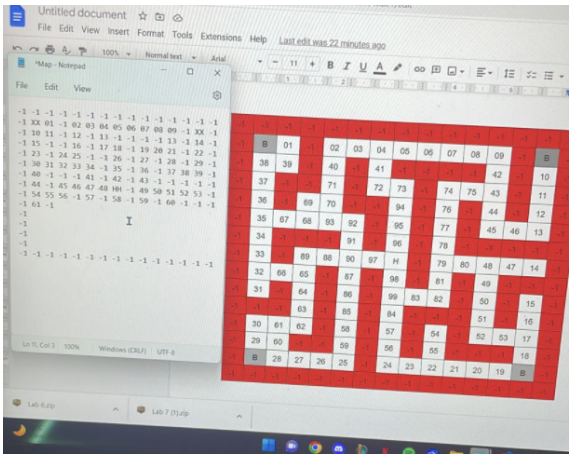
Ahmad Hedaya (900213102) Ali Elbahaie (900213083) Hazem Nasr (900213105)

CSCE 1101 Final Project

Milestone 1 Report

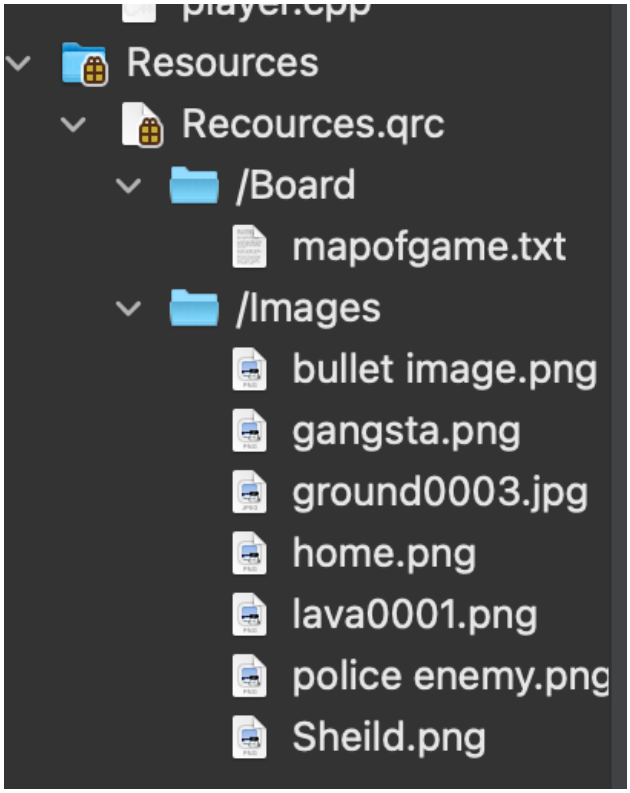
- We all met up with a background on the assignment description and divided the parts
  - Ahmad Hedaya did the map, and general graphics
  - Ali did the enemy and bullet classes
  - Hazem did the Player and Pellet classes
- We agreed to all start working during the next two days so we can meet with TA Helaly on Tuesday (15th Nov)
- We created a share google document where we can share together extra ideas for when we're done with the requirements
- Had a meeting with Helaly and he referred to us some resources to use as reference like this playlist: C++ Qt Game Tutorial 0 - Introduction
- Later on we all started working on our tasks
- Map Planning:



- Starting on the enemy class:

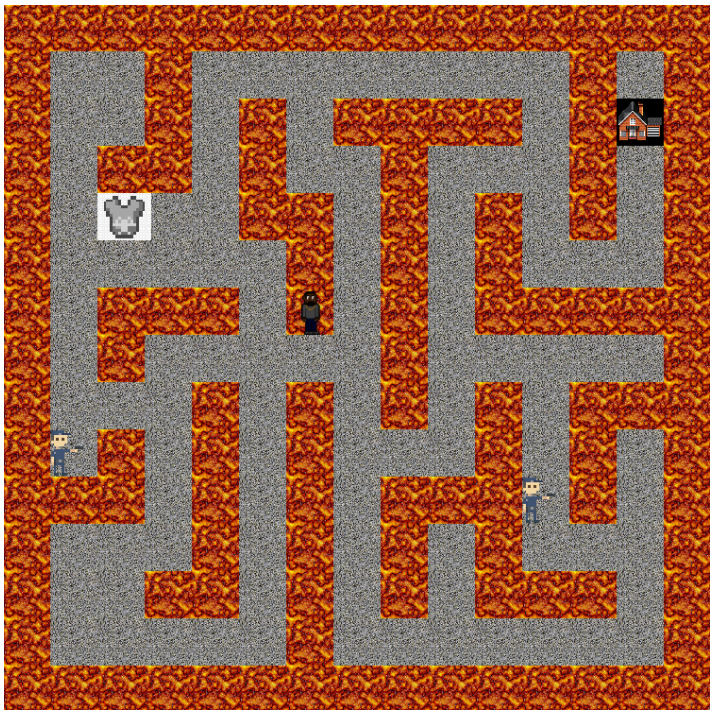
```
enemy::enemy(int dataitem [15][15], int r, int c)
{
    row=r;
    column=c;

    QPixmap e("");
    e=e.scaledToWidth(50);
    e=e.scaledToHeight(50);
    setPixmap(e);
    setPos(50+50*column,50+50*row);
    for(int i=0;i<15;i++)
        for (int j=0;j<15;j++)
            data[i][j]=dataitem[i][j];
    MyTimer();
}



void enemy::MyTimer()
{
    timer = new QTimer (this);
    connect(timer,SIGNAL(timeout()),this,SLOT(MySlot()));
if (health>0)
{
    timer->start(300);
}

    col = new QTimer (this);
    connect(col,SIGNAL(timeout()),this,SLOT(collision()));
    if (health>0){
        col->start(100);
    }

}

void enemy::move()
```

- Finding the images for the map:



Map Description (Ahmad)

- We created a txt file with (-1) as our border that no object can pass through
- We set a specific number for the location of the house (99)
- We put the images accordingly and created the map



- However there were difficulties with the proportions and the player spawning in the barrier
- We troubleshooted trying different numbers to fix it
- In addition to making the design better

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Player Class Description (Hazem)

- We had some difficulties while trying to make the player move however we were able to solve the problem.
- The collision part was a bit tricky, but we were able to seek help from students who are experienced with Qt.

Enemy Class Description (Ali)

Variables:

- The class has a variable health set = 2
  - The bullet will deduce one, therefore allowing two bullets to kill one enemy
- The map scale
- W,a,s,d for random selection in order to randomly change direction
- And bool alive set = true as a default
- Rows and columns

Functions:

- Setter and getters for health
- Constructor to set the image and proportions of the object on the map
- Move and slot function which randomly chooses w,a,s,d to change the direction of the enemy

Screenshot of the final game: