## Let's make 16 games in C++ (PGE implementations instead of SFML)

Based on FamTrinli video series (starting here: https://youtu.be/zH\_omFPqMO4)

Joseph21, October 11, 2022

All source files on: <a href="https://github.com/Joseph21-6147/FamTrinli-series-with-PGE---16-games-in-Cpp">https://github.com/Joseph21-6147/FamTrinli-series-with-PGE---16-games-in-Cpp</a>

General remark: nearly all implementations need one or more sprite or data file. These can be found using the comment section of the youtube video by FamTrinli. Check the header file for the location of the corresponding video.

Nr	Source files	Remark	Preview
01	Source files 01. Tetris *.cpp		■ claPGE - The Game! - FPS 523 ×
02	02. Doodle jump *.cpp		■ stchtd: - Operfectioner- FPS (0) X
03	03. Arkanoid *.cpp		E olc PGL - Astunoid Gumel - 19% (0)
04	04. Snake *.cpp		E dic PGE - Snake Gamid - FPS 777

Nr	Source files	Remark	Preview
05	05. Minesweeper *.cpp		© olc:PGE - Minesweeperl - FPS: 1153 ×    2 1 1
06	06. 15-Puzzle *.cpp		1 9 10 15
07	07. Car racing (top down) *.cpp		
08	08. Outrun *.cpp		and formation in the second of
09	09. Xonix *.cpp		Game Over
10	10. Bejeweled *.cpp		Ten 195   Shee

Nr	Source files	Remark	Preview
11	11. Netwalk *.cpp		Stands Mapon Salary 175 001  **  **  **  **  **  **  **  **  **
12	12. Mahjong *.cpp		
13	13. Tron *.cpp		E) distribution for the first file of the
14	[ 14. Chess *.cpp ]	Not implemented yet	X
15	[ 15. Blobby volley.txt ]	Don't know how to implemented on PGE	
16	[ 16. Asteroids *.cpp ]	Not implemented yet	Contraction that