CHAPTER 4

SYSTEM DESIGN

4.1 Initialization

- ➢ Initialize to interact with the windows.

- ➢ Initialize the display mode that is double buffer and RGB color system.

- ➢ Initialize Main window position and size and Sub window position and size.

- ➢ Initialize and create the Main window and Sub window to display the output.

4.2 Display

- ➢ Displaying player bow and arrows

- ➢ The Operations performed are

  - o Arrow have to shoot the moving balloon using keyboard keys.