

Object Oriented Programming

CS-112

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Project Description:

The project that I have made is a version of “Fruit Ninja”, giving it a name “Fruit Slicer”. The game is built on SDL (Simple DirectMedia Layer). It has all the basic of the original game i.e., cutting fruits, cutting a bomb leading to the game to end, fruits with special abilities, easy use of mouse and some background music.

Resolution:

1920 x 1080.

Downloading Software:

Follow the procedure to run the code properly, the whole procedure is explained below.

“I have provided all the downloaded files in the zip folder” (except for visual studio 2019)

1- Visual Studio:

- The download link for visual studio is given below:
 - <https://visualstudio.microsoft.com/downloads/>
- Simply click the link and you will be directed to the download page.
- After download is complete, open the installer and download Visual Studio Community 2019.

2- SDL (Simple DirectMedia Layer):

- The download link for SDL 2.0.14 is given below:
 - <https://www.libsdl.org/release/SDL2-devel-2.0.14-VC.zip>

3- *SDL Image*:

- The download link for SDL image 2.0.5 is given below:
 - https://www.libsdl.org/projects/SDL_image/release/SDL2_image-devel-2.0.5-VC.zip

4- *SDL TTF*:

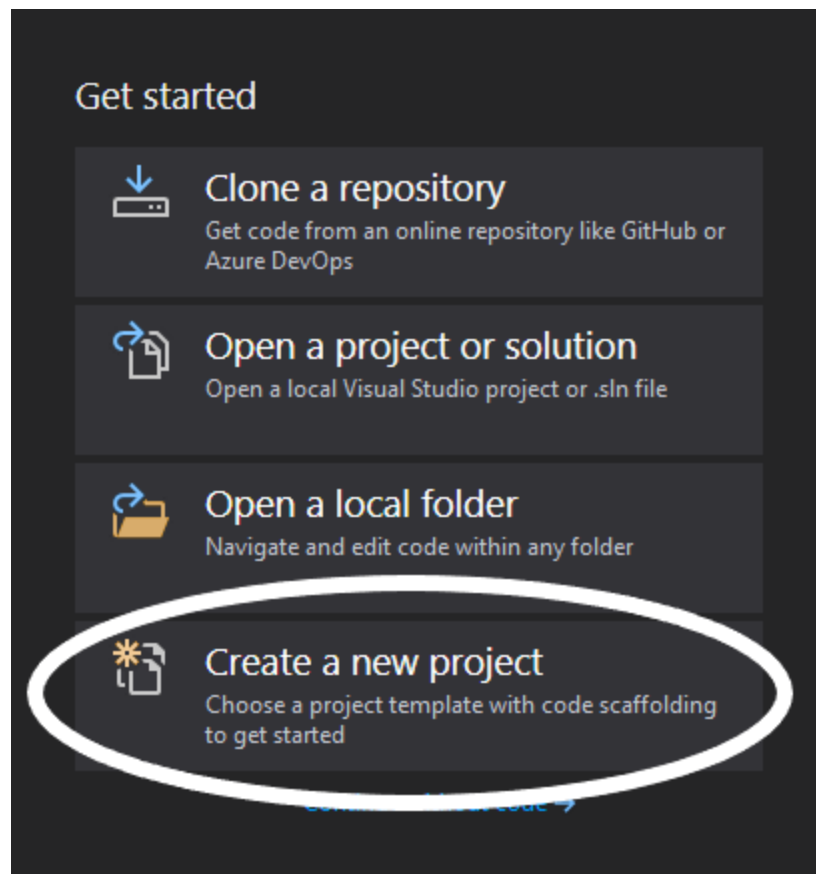
- The download link for SDL ttf 2.0.15 is given below:
 - https://www.libsdl.org/projects/SDL_ttf/release/SDL2_ttf-devel-2.0.15-VC.zip

5- *SDL Mixer*:

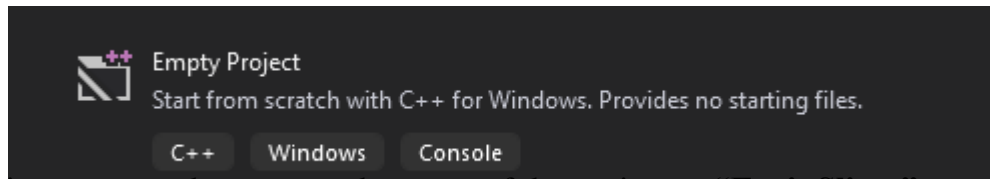
- The download link for SDL mixer 2.0.4 is given below:
 - https://www.libsdl.org/projects/SDL_mixer/release/SDL2_mixer-devel-2.0.4-VC.zip

Setting up Visual Studio:

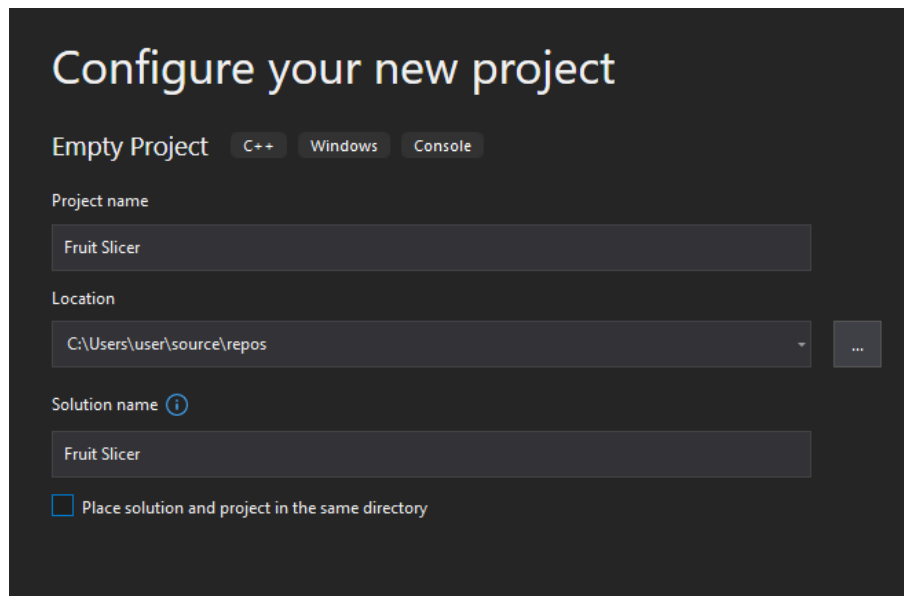
- Open up the visual studio application and click “**CREATE A NEW PROJECT**”.



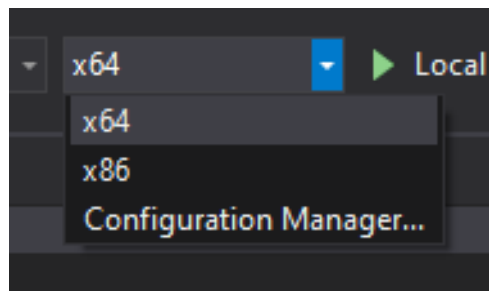
- Now you want to click on **“EMPTY PROJECT”**.



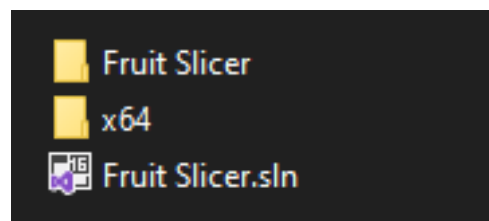
- It is necessary that you set the name of the project to **“Fruit Slicer”** exactly.
- You want to select the location that is easy for you to access (Preferably near the zip folder).
- Then click on create to set up the project.



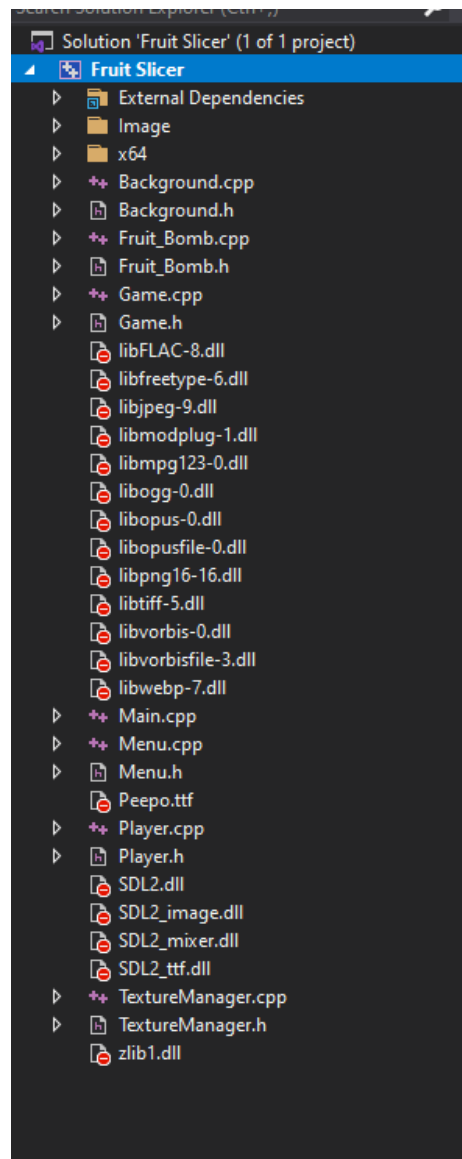
- The first thing you want to do is set the value on the top bar **from x86 to x64**.



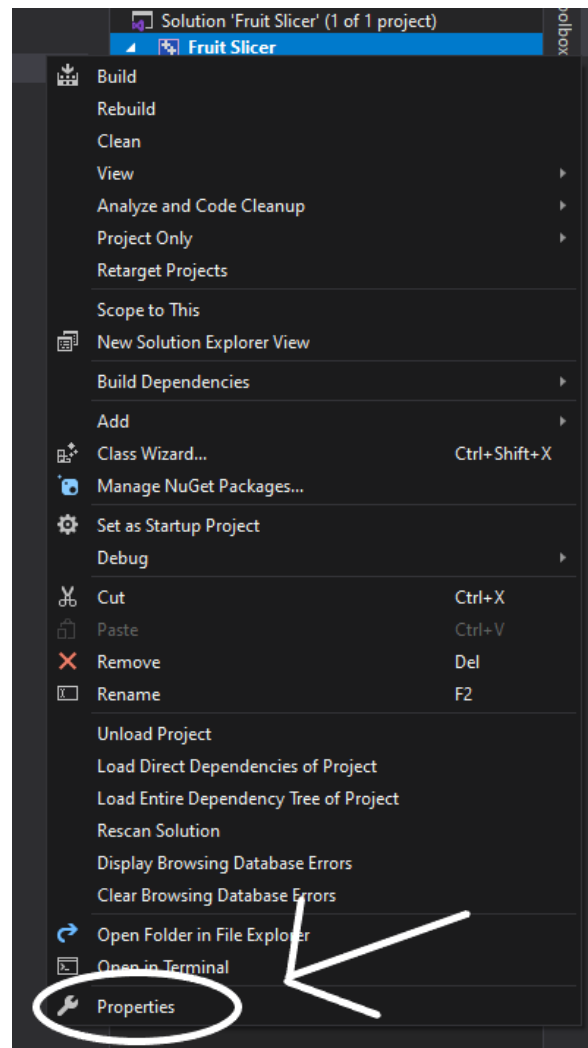
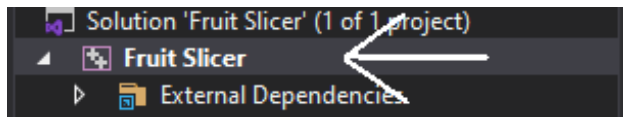
- Now you want to move the Fruit Slicer folder from inside the **zip folder**, to the **newly created project's folder** containing the **“Fruit Slicer.sln”** file. (**Replace files**)



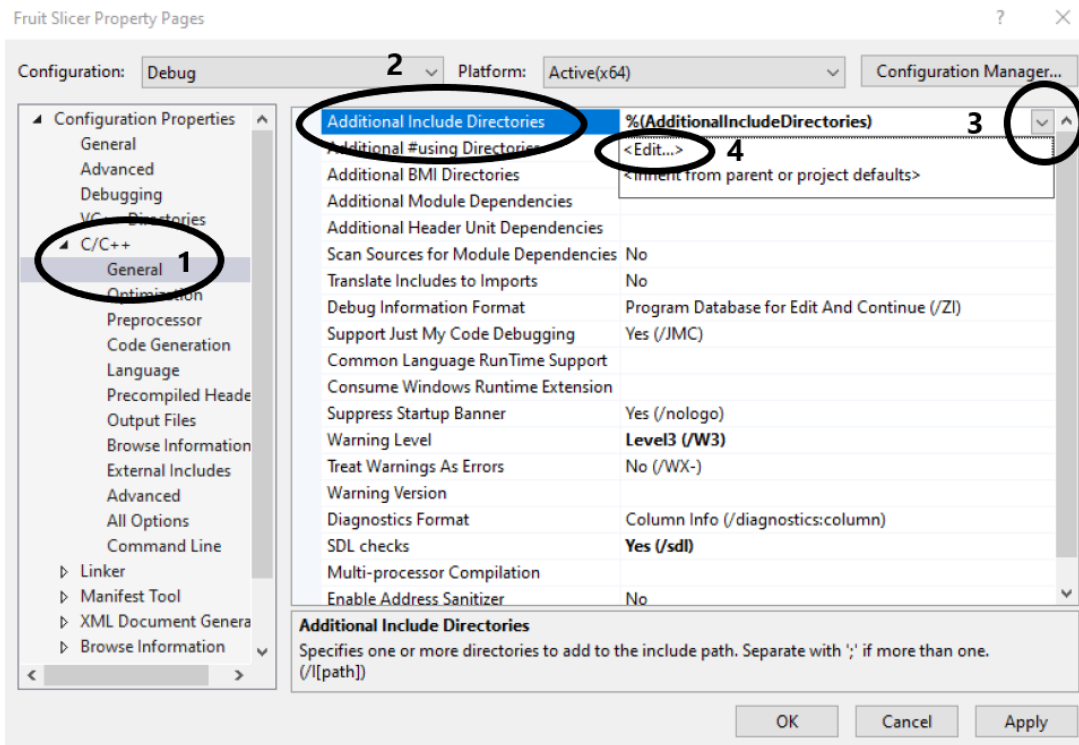
- Close and reopen visual studio and you should be able to see all the .cpp and .h files on the screen.



- Now right click on the “**Fruit Slicer**” Project, then click “**Properties**”.



1. Select “C/C++”, click on “General”.
2. Select “Additional Include Directories”.
3. Click arrow on its right.
4. Then select “Edit”.



1. If any previous directories are present in the first box, select and delete them all.
2. Now click on “New Line” (orange envelope button).
3. Click on the three dots to browse.

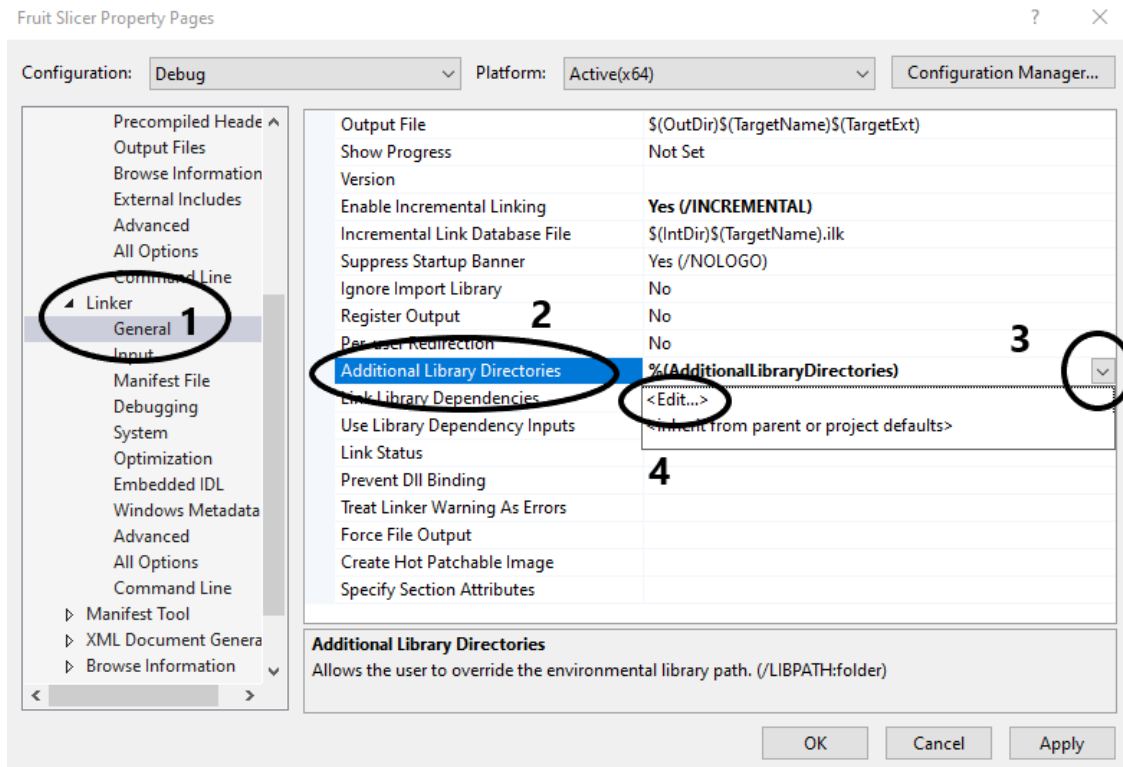


1. Browse for the given SDL folders in the zip file.
2. Open “Include” and add this folder from all 4 SDL folders (SDL, SDL_image, SDL_ttf, SDL_music).



- Then click “OK”.

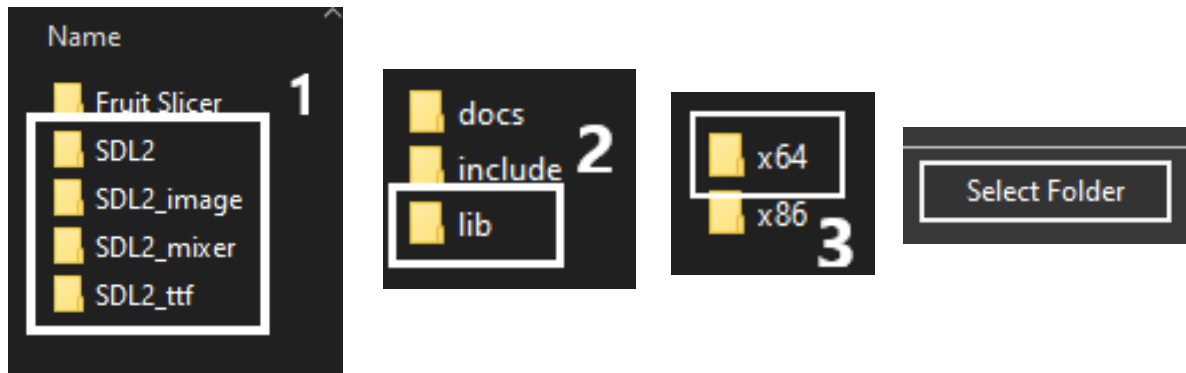
1. Select “**Linker**” click on “**General**”.
2. Select “**Additional Library Directories**”.
3. Click arrow on its right.
4. Then select “**Edit**”.



1. If any previous directories are present in the first box, select and delete them all.
2. Now click on “**New Line**” (orange envelope button).
3. Click on the three dots to browse.



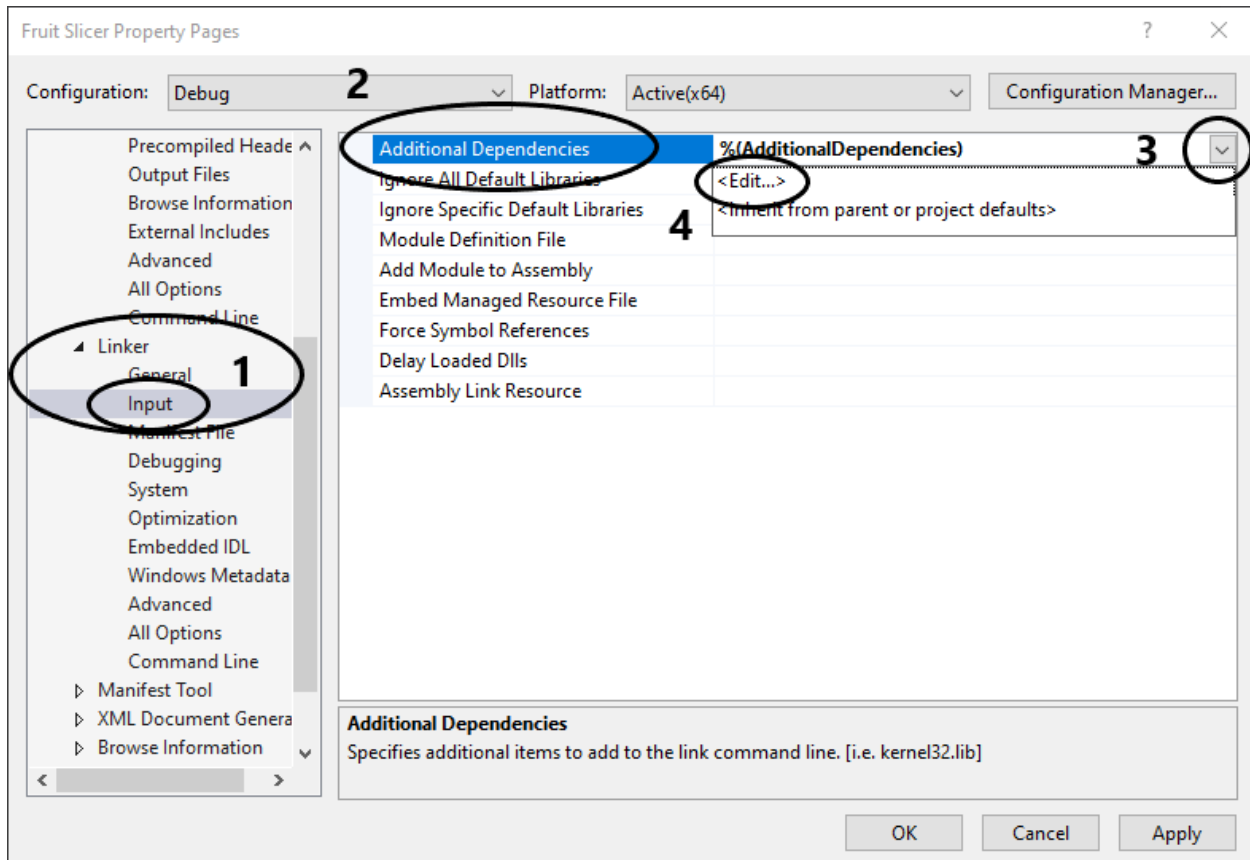
1. Browse for the given SDL folders in the zip file.
2. Open “Lib”.
3. Open “x64” and add this folder from all 4 SDL folders (SDL, SDL_image, SDL_ttf, SDL_music).



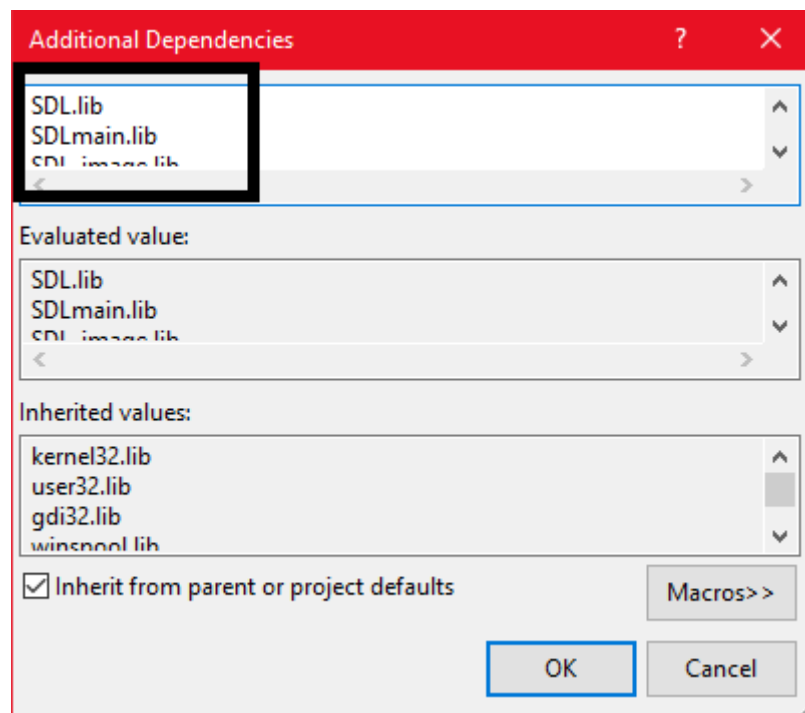
- Then click “OK”.

Click on “**Linker**” and then on “**Input**”.

1. Next select “**Additional Dependencies**”.
2. Click arrow on its right.
3. Then select “**Edit**”.



- If any previous dependencies are present in the first box, select and delete them all.
 - Copy and paste the following exactly in the box
- SDL.lib
- SDLmain.lib
- SDL_image.lib
- SDL_ttf.lib
- SDL_mixer.lib

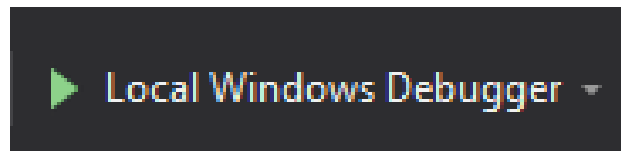


- Then click “OK”.

Click on “**Apply**” and then click “**OK**”.

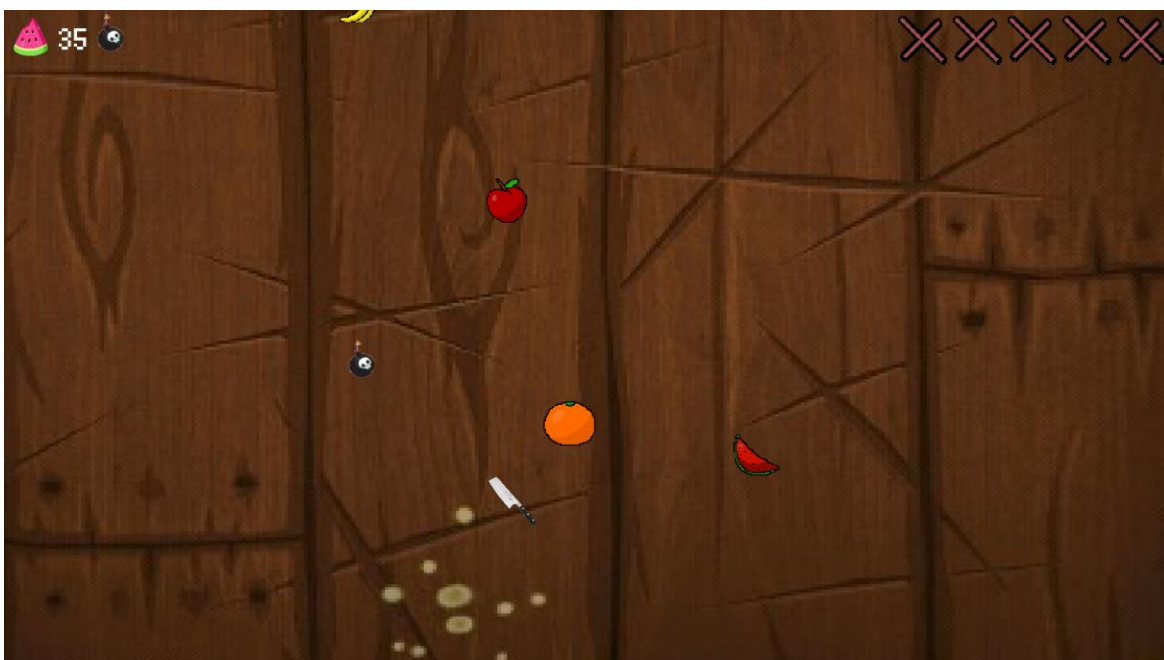
Now Visual Studio is ready for compilation and running.

- On the top bar click “**Local Windows Debugger**”.



After the build is complete the game should run on its own.

The game should look like this



Presentation:

The link for the presentation video is given below:

https://youtu.be/rq_TxP4AbQo