Intro to team presentation:

Hello everyone, we are Team USA. Our team project is a point-click game that could run in Windows, Max OS and Linux environment. (Multi-threading). We use SDL2 (Simple DirectMedia Layer) library to build our video and audio engine, and all of our coding was done in C++. Our goal is to make a quality, reusable and modifiable game. Thus, we use the text file to construct our game and passing actor IDs and necessary parameter to the game engine. We can bring our player more challenging gaming experience by improving the texture quality and adding more level.