Intro to team presentation:

Hello everyone, we are Team USA. Our team project is a point-and-click game that can run in Windows, Mac OS, and Linux. We did not use a game engine. Instead, we used the SDL (Simple DirectMedia Layer) library for basic audio and video capabilities, and all of our coding was done in C++. Anyone can expand and improve the game without modifying code, since the levels are all specified in a text file format. Currently, the game is easy to win, but we could easily make it more challenging by modifying and adding levels.