



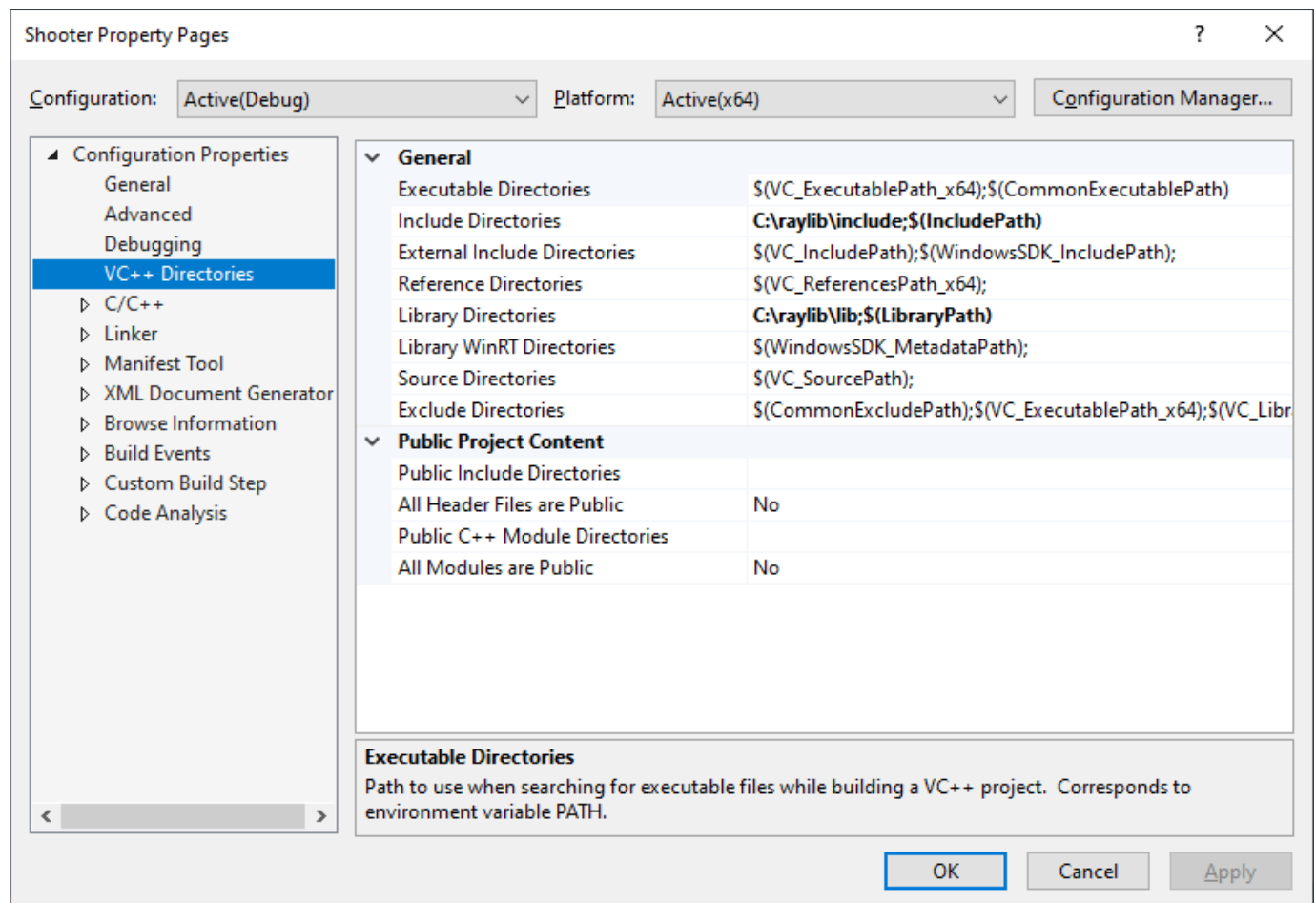
Syllabus: Project 1

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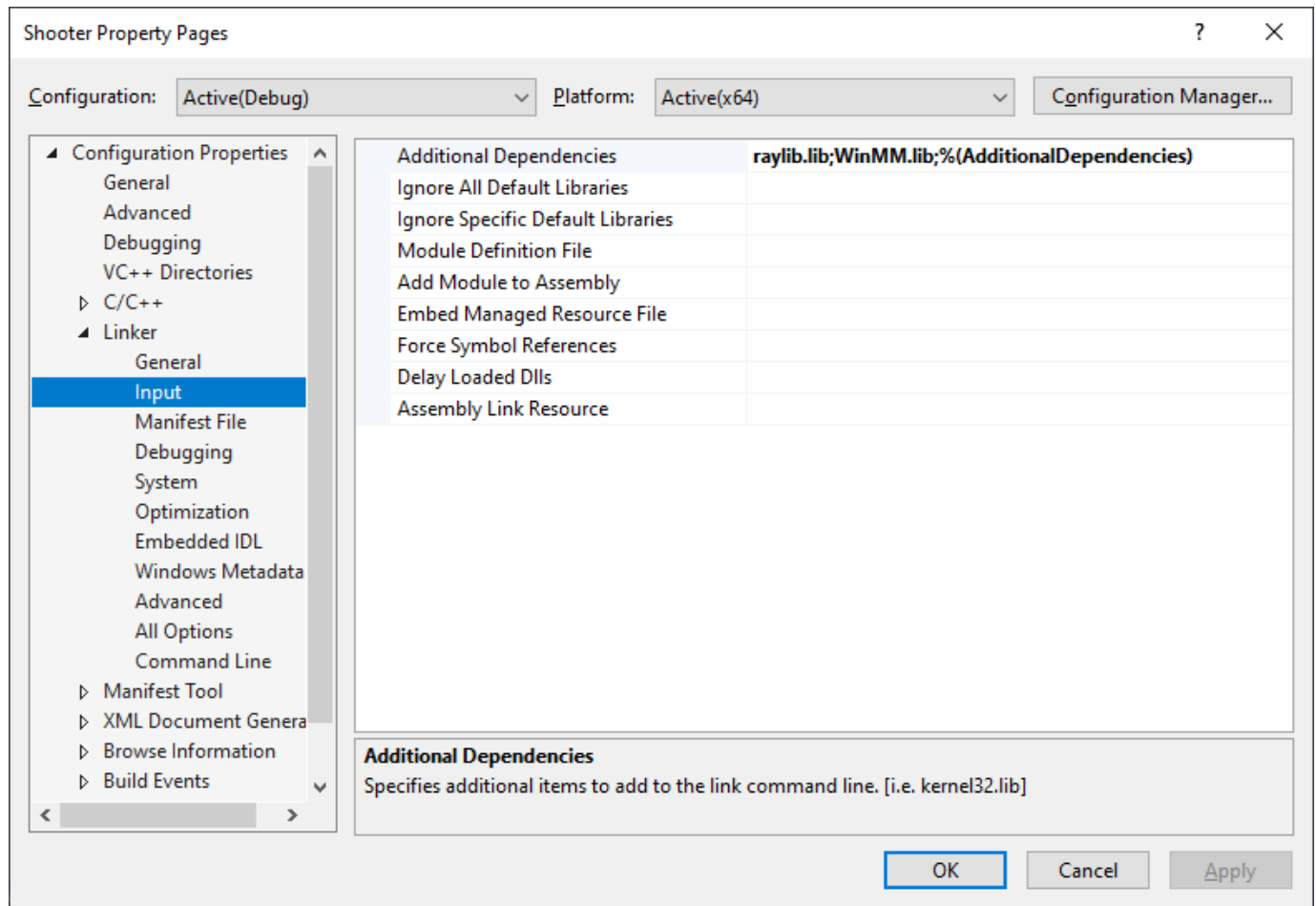
Exercise: Shooter with C

1. Download the raylib library or use the raylib.zip file provided (x64 version).
2. Check the Visual Studio setup.

Project > Properties > VC++ Directories



Project > Properties > Linker > Input



3. Review and try to understand all the code provided by answering the following questions.

How many constants are defined? What are their purposes?

How many Entity objects are instantiated?

What parts of the code are needed to move the player?

How is the array of shots managed? Check the data structure used, the input that generates new shots and the sketch of the following page to understand its initialisation.

How is the scene's scroll carried out? Check the sketch on the following pages to understand its infinite scroll.

4. Have fun and incorporate the following suggestions or the ones you prefer into the game.

- Screen limits for the player
- Second player with a different texture and weapon
- Enemies (use the same strategy as shots)
- Collisions: player-enemies, shots-enemies
- Images for explosions once a collision takes place
- Music and sound effects: background, shooting, collisions

