United International University

Course Title: Computer Graphics Laboratory

Course Code: CSI 422

Section: B

Project Name: 2D Arofighter

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Game Idea:

An aircraft has lost its all co-fighter plane in a war. It has to fight alone against huge amount of enemy aircraft to defend its city.

How to play:

Use UP, DOWN, LEFT and RIGHT arrow to move the friendly aircraft.

Programming Language:
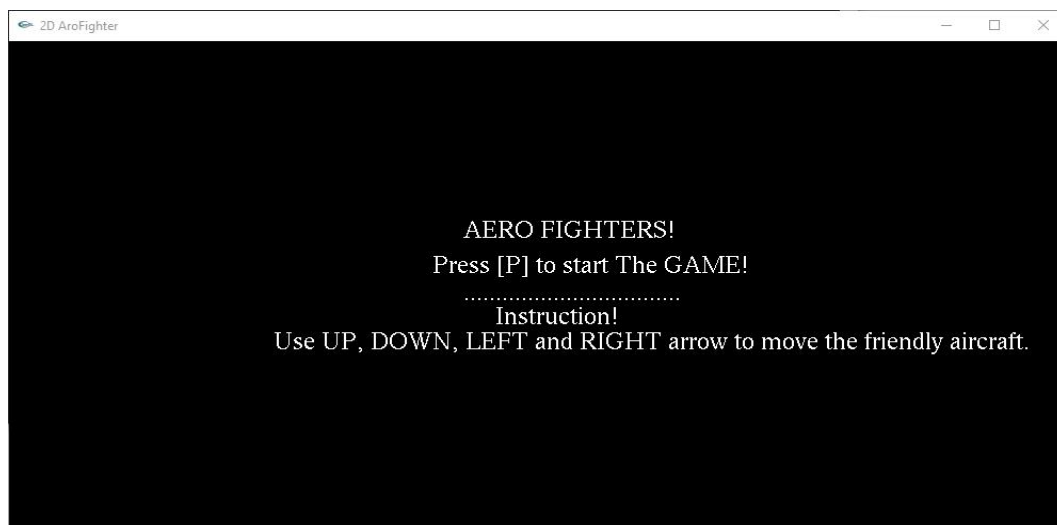
C (OpenGL)

Environment:
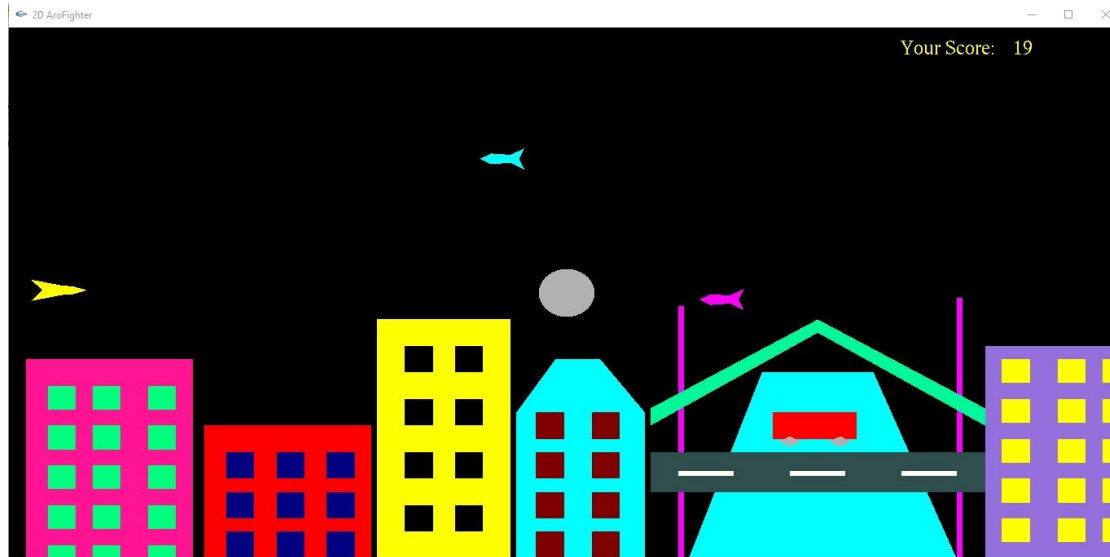
CodeBlocks IDE

Screenshots:
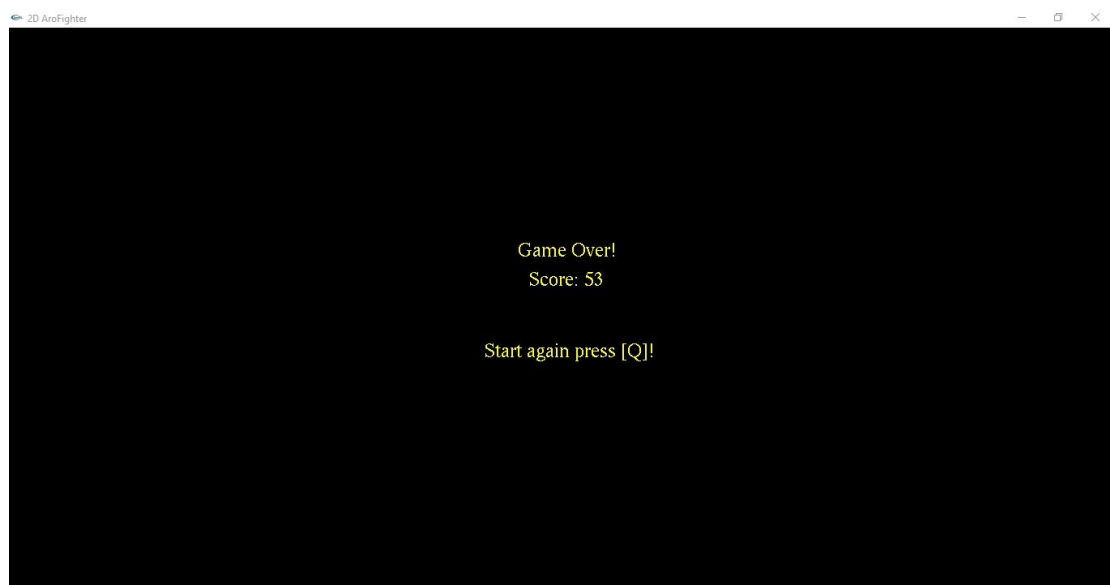

Fig-1: Starting Page

Fig-2: Game Play Page

Fig-3: Game over Page

YouTube Link: https://youtu.be/22YDkCKeMvQ

GitHub Link: https://github.com/atikahsan/AeroFighter