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Task: UbiShips

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I, Petar Valkov, declare that the submitted software is my own work and I did not copy the source code from anyone else, and no one but me worked on the assignment. I have completed the required features, except the shooting of the enemies.

In order to complete the task I have used SDL2 library, SDL2\_Image library and SDL2\_TTF library. For references, I used the SDL tutorials and LazyFoo tutorials, along with various forums.

The game has five classes: LTexture, LTimer, Dot, Enemy and Bullet. LTexture and LTimer deal with drawing on the window. The other three classes deal with the objects in the game – their coordinates, movement, rendering and collision. The main .cpp file initializes the game, loads the necessary media and in the end releases the resources that have been used. For some reason the application uses too much memory when the texture for the bullets is loaded. I tried to free the texture whenever a bullet is destroyed but this way I could not shoot anymore. No matter what I did, I could not deal with this problem.

The executable file, along with the other necessary resources, is in the Debug folder.

References:

1. <http://www.sdltutorials.com/>
2. <http://lazyfoo.net/tutorials/SDL/index.php>