

CG Final project README file.

Description:

This project is an implementation of QBert game. It have three levels. This version is harder than normal QBert games, since (for extra) credits, there are 4 different types of enemy generated in random positions of the game board. Players almost cannot win because of the density of enemies. To solve this problem, I also implement a cheat code: press "ctrl", can help players to jump to next level.

All the material I used in this game are from some free websites, the art works are not original.

Youtube Screencast:

<https://youtu.be/GVL6J9px9T8>

Thumbnails:



What have done?

Basic:

1. Game board.
2. QBert.
3. Different creatures (3 for basic requirement, additional 1 for extra). Different enemies have different moving ways (horizontal, vertical, random, circle).
4. Spinning disks.
5. End game when entire board changed color.

Extra:

1. Animated QBert.
2. Animated creatures.
3. Multiple lives (10) and show it on screen..
4. One additional creature.
5. Multiple levels.
6. Transition between levels
7. scoring system