

Cpp Mini Project

Group 21

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Aaj Ka Abhimanyu

Team Members

- Prem Shah - IMT2020044
- Samarth Gattu - IMT2020062
- Rithwik Ramasani - IMT2020543
- Yathin Kumar - IMT2020550
- Anshul Mudurwar - IMT2020554

Contributions

- Rithwik Ramasani - IMT2020543 : Collision Detection Resolution, Tile Mapping and parsing using 2D matrix, Input handling, Grouping
- Anshul Mudurwar - IMT2020554 : Entity Component System and integrating the code
- Samarth Gattu - IMT2020062 : Multiple animations and render flipping
- Prem Shah - IMT2020044 : finding and implementing sprites, Audio, Project Report
- Yathin Kumar - IMT2020550 : Scrolling tile maps, player following camera, Frame rate and game loop

Features Of The Game

- It is a single player game
- We have to select one character
- The player can do upward-downward, back and forth movement
- A player is provided with three lives
- Enemy can render at any random position on the map
- He can shoot his enemy with a bullet

Instruction To Run The Game

Use the following code on terminal(for linux users) to run the game:

- `g++ *.cpp -lSDL2 -lSDL2_image -lSDL2_mixer`
- `./a.out`

Link to Github Repo: <https://github.com/YathinKumar11/Cpp-course-project-group-21>

Controls

- W - move upward
- S - move downward
- A - move left
- D - move right
- Space bar - shoot
- Esc - To quit

Screenshots Of The Game



Figure 1: Start page

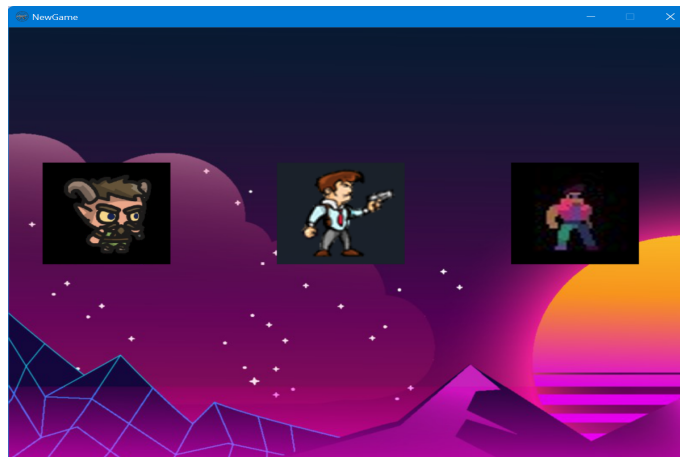


Figure 2: character selection



Figure 3: game while playing

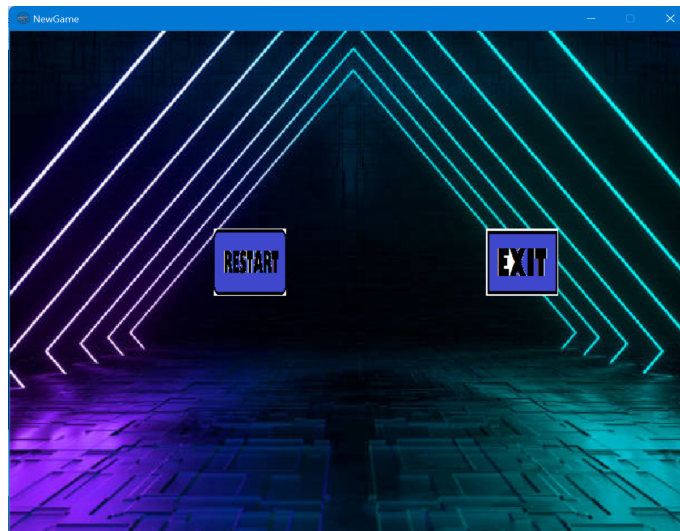


Figure 4: end page