



MISSION CS



TEAM MEMBERS



<u>NAME</u>	<u>ID</u>	<u>WORK DISTRIBUTION</u>
1. MAHIBA NAFIA	20200204096	
2. SHAHARIAR HOSSAIN REMON	20200204097	
3. APU DAS	20200204108	



The background of the slide is a solid dark purple. It is decorated with several stylized gears of different sizes and colors. On the left side, there is a large light purple gear at the top, a medium teal gear below it, and a small dark purple gear at the bottom. On the right side, there is a small dark purple gear at the top, a medium teal gear below it, and a large light purple gear at the bottom. In the center, the text 'SOFTWARE REQUIREMENTS' is written in a bold, white, sans-serif font, underlined.

SOFTWARE REQUIREMENTS

- LANGUAGE: C++
- IDE: Microsoft Visual Studio 2013
- Library: iGraphics.h
- Designed By: Photoshop & PowerPoint



ABOUT OUR GAME

A game on the CS (Computer Science) journey of an Aust student who is on a mission to fight against his courses in order to achieve his degree.

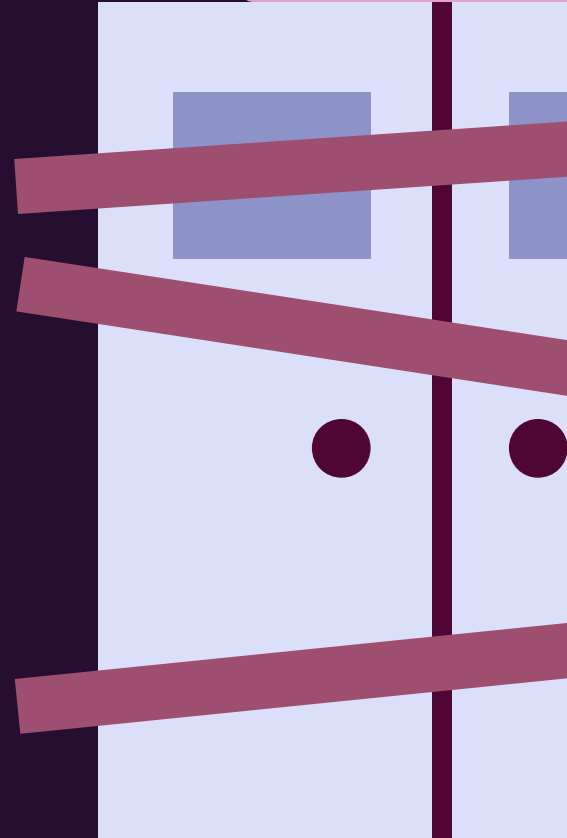
FEATURES

- ➡ Unique Characters and Bullets
- ➡ Multiple Levels
- ➡ Background Sound
- ➡ Special transition to next levels
- ➡ Different Backgrounds

Game Difficulties

- **Every enemy needs to be killed to go to the next level.**
- **Four Levels to complete the game.**
- **Number of enemies increases in every level.**
- **If the main character fails, he needs to start from the beginning.**

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HOME PAGE



Instructions Page

How to Play

 / **D** To move RIGHT

 / **A** To move LEFT

 / **S** To go DOWN

 / **W** To go UP

SPACE To SHOOT

* Destroy enemy courses to promote to next year or level.

* Avoid enemy attack and obstacle to protect health.

* Press " M " button to mute or play music.

* Press " P " button to Pause or Resume the game.



Credits Page

Credits

- ➡ **Mahiba Nafia (20200204096)**
- ➡ **Shahariar Hossain Remon (20200204097)**
- ➡ **Apu Das (20200204108)**

Music : Krieg – Tokyo Ghoul OST

[Aust CSE 46th Batch]



High Score Page

High Score

CGPA : 3.50



Settings Page

Setting

Music



LEVEL 1



- Two Enemies – Java & C++
- Life of enemies -
- Total CGPA count - 0.00 to 1.60

LEVEL 2



- Three Enemies – Java, C++ and D.B.M.S
- Life of enemies -
- Total CGPA count – 1.60 to 2.55

LEVEL 3



- Four Enemies – Java, C++, D.B.M.S and HTML
- Life of enemies -
- Total CGPA count – 2.55 to 3.50

LEVEL 4



- Four Enemies – Java, C++, D.B.M.S and HTML
- One Main Boss - ALGO
- Life of enemies -
- Total CGPA count – 3.50 to 4.00

Pause Scene



Game Over Scene



TRANSITION SCENE



Winning Scene

CONGRATULATIONS!

YOU ARE NOW GRADUATED.



THANK YOU



ANY QUESTIONS?