MISSION CS

TEAM MEMBERS

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

SOFTWARE REQUIREMENTS

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

ABOUT OUR GAME

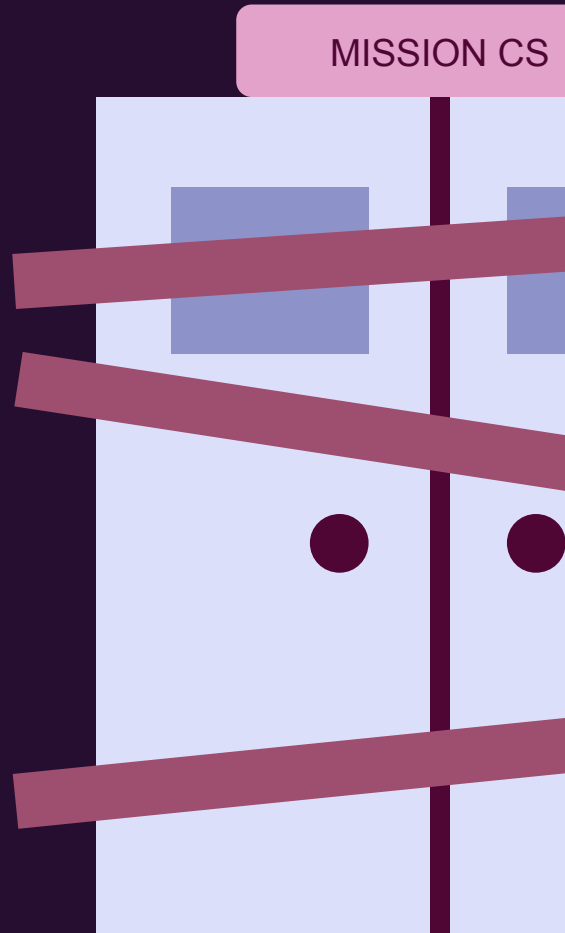
A game on the CS (Computer Science) journey of an Aust student who is on a mission to fight against his courses in order to achieve his degree.

FEATURES

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

Game Diffculties

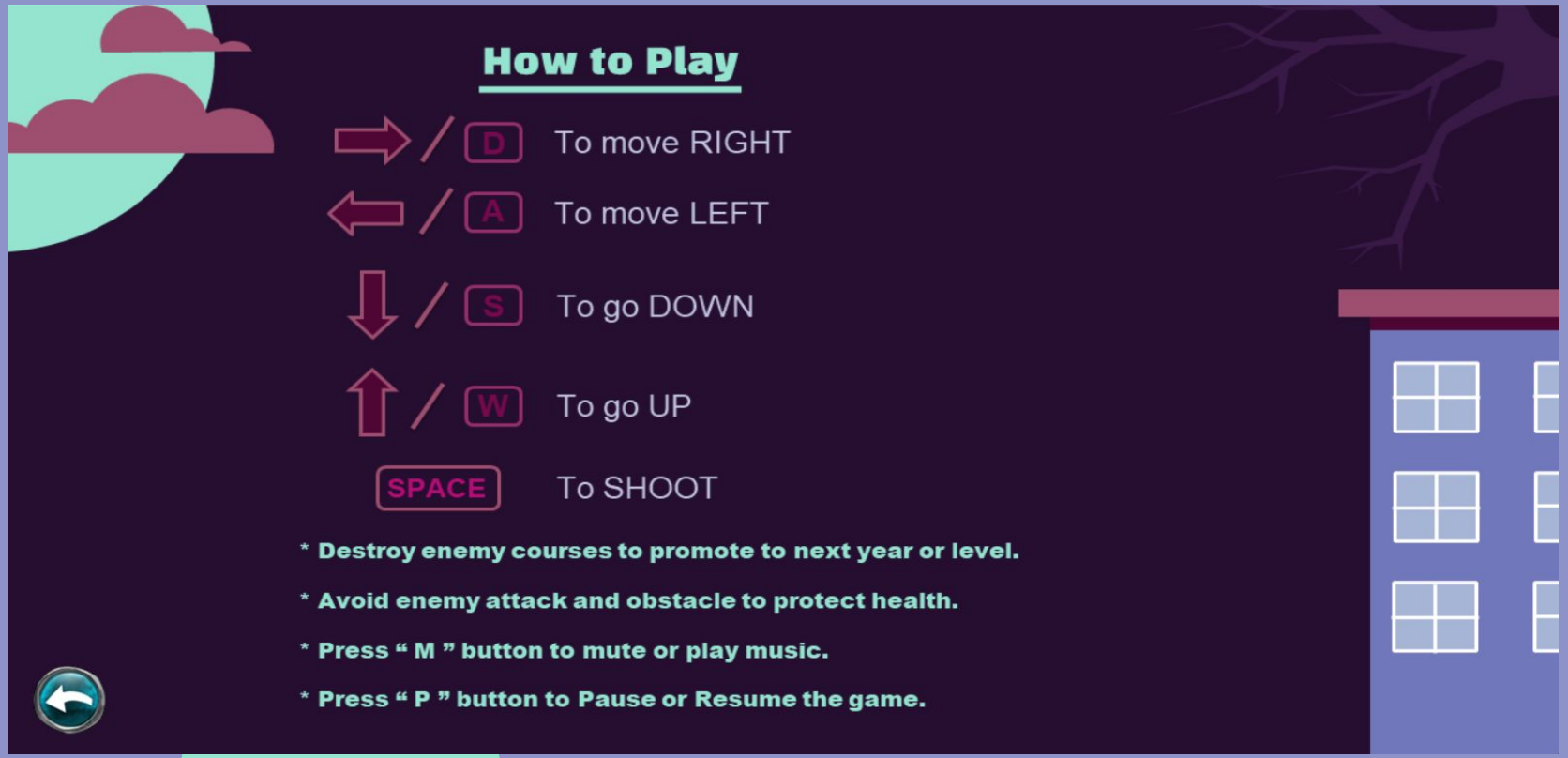
- Every enemy needs to be killed to go to the next level.
- Four Levels to complete the game.
- Number of enemies increases in every level.
- If the main character fails, he needs to start from the beginning.



HOME PAGE

START
INSTRUCTIONS
HIGH SCORE
CREDITS
SETTING
EXIT
MISSION CS

Instructions Page



Credits Page

Credits

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

Music : Krieg – Tokyo Ghoul OST

[Aust CSE 46th Batch]

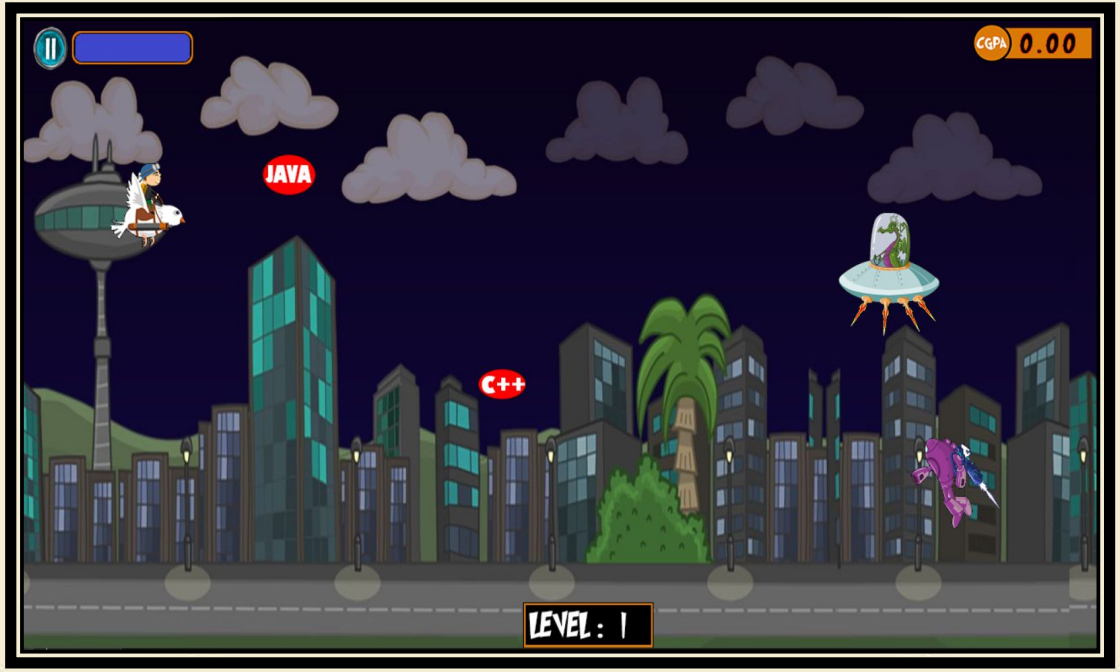
High Score Page

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