

# **Title: Naadaan Parindey**

## **Description:**

Naadaan parindey is a game where the player is a bird. The objective is for the player to shit on as many people as possible in the time allotted, i.e 60 seconds for each level. There are obstacles which travel from right to left of the screen or vice versa and the player has to dodge the obstacles as well. UP, DOWN, LEFT and RIGHT arrow keys are used to change the direction of the bird and move the bird up/down. Spacebar is used to shit and Q key is used to quit. The game is entirely keyboard-based.

## **Team Members:**

- Owais Bin Asad
- Salman Muhammad Younus
- Sara Intikhab
- Niha Momin

## **Additional Packages used:**

- SDL Mixer
- SDL TTF (TrueType fonts)
- SDL Image

## **Acknowledgement of outside sources:**

- LazyFoo
- StackOverflow

## **Link to YouTube videos playlist:**

<https://www.youtube.com/playlist?list=PLj4VkJTwkWrjTBRCDeDQWU-tpVVjxNgsN>

## **How the game satisfies each requirement:**

### **Polymorphism:**

There is a base bird class. All other bird classes are inheriting from it.

### **Design Patterns:**

Class factory method is used to generate obstacles and people.

Iterator design pattern is used in manageCollisions and updateObjects methods where it iterates through the vectors of obstacle, shit and people objects.

Facade design pattern is used in all classes' constructors and destructors.

### **Contributions:**

Owais Bin Asad worked on the core game loop which incorporated collision detection and the people class.

Salman Muhammad Younus worked on finding the sprites, audios and making the main menu screen of the game.

Niha Momin worked on the bird class, its subclasses (Pigeon and Sparrow) and audio files.

Sara Intikhab worked on the obstacles and shit classes of the game.

**Number of hours it took:**

40 hours

**Feedback:**

Please make the project submission deadline same for every section.