

CPP PROJECT REPORT

Dragon Ball Z: The Legacy of Shenron

Group-18

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Github link for this project: [click this](#) to go to the github repo of this project)

1 FEATURES AND INSTRUCTIONS OF THE GAME

- The game is made from scratch using the SDL2 library in c++.
- On running the ./window file it asks for your username and saves it in a local database along with keeping track of your score and then starts the game. The scores and the usernames are stored in the scoreboard.txt file.
- On starting the game we encounter with the starting screen which gives us 2 options, either to "play" or to "exit" the game.
- The game gets closed if we click on the "exit" button.
- Otherwise the game starts with the player at the leftmost end of the screen and the enemy spawning continuously from the rightmost side of the screen.
- There are in total 3 different kind of enemies, each with a unique trajectory of its own.
- The player can move in 4 different directions, "left", "right", "up" and "down", on pressing the corresponding arrow keys.
- Press space bar for the player to shoot the energy ball. If the energy ball successfully hits the enemy you get a kill.

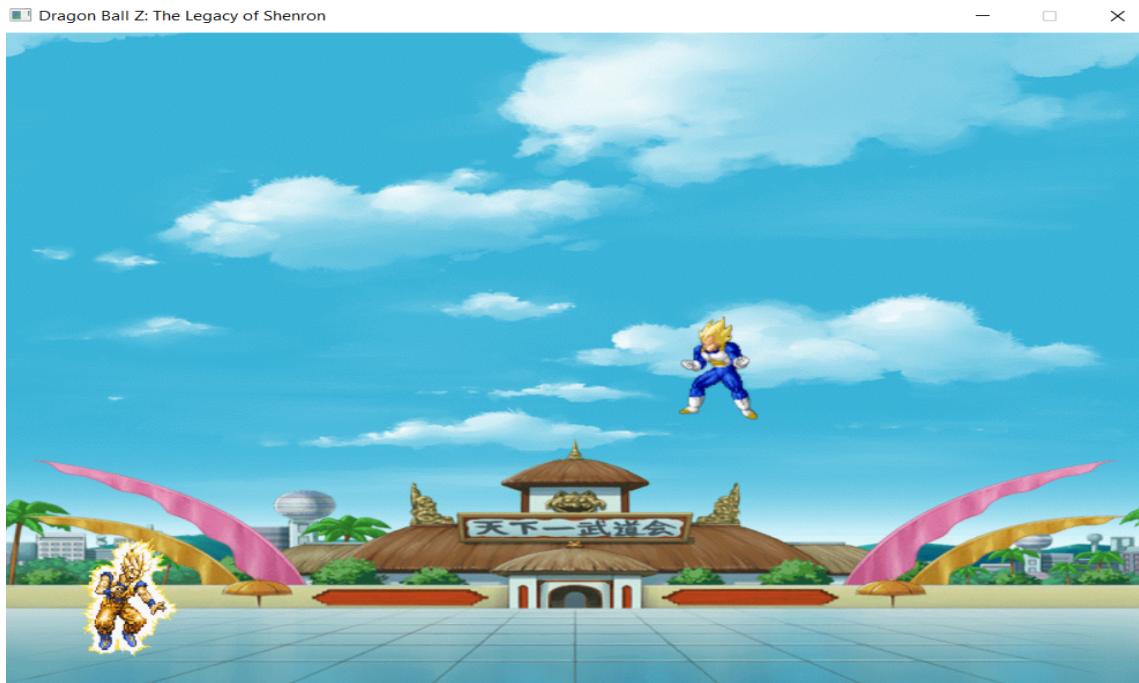


Figure 0.1: A screenshot from the game

- Press "p" for activating a powerup which allows faster movement of the player. Press "p" again to disable the powerup.
- The game ends if the enemy touches the player or the enemy reaches the leftmost end of the screen and the leaderboard is displayed on the terminal.
- The score is being maintained in the game. You get 10 points for every kill.
- The difficulty of the game increases as the score increases.
- When the game is over you can either press "r" key on your keyboard(which will restart the game) or "q" key from the keyboard which quits the game.

2 INSTRUCTIONS TO RUN THE GAME

- open a terminal at the location of the game first.
- Run the makefile , by running the make command on terminal.
- Run the "./window" command to run the game.

3 TEAM DETAILS AND CONTRIBUTIONS OF EACH TEAM MEMBER

- Karanjit Saha: Created window, player, enemy1,energy ball, took care of the collision and helped in creating main.cpp.
- Saketh Gajawada: Created Music, Integration in Game.cpp, Helped in making the first screen ,the scoreboard and in making main.cpp, makefile.
- Kritin Potluru: Created enemy 2 and enemy 3 classes, took care of the animations and pictures, helped in creating the main.cpp and integration.
- Jahanvi Challa: Created the first screen and helped in displaying the scoreboard,integration in game.cpp and in making main.cpp
- Prasanth: Helped in making the score board file i/o,leaderboard and helped in making

main.cpp.

4 SCREENSHOTS OF THE GAME



Figure 4.1: First screen of the Game

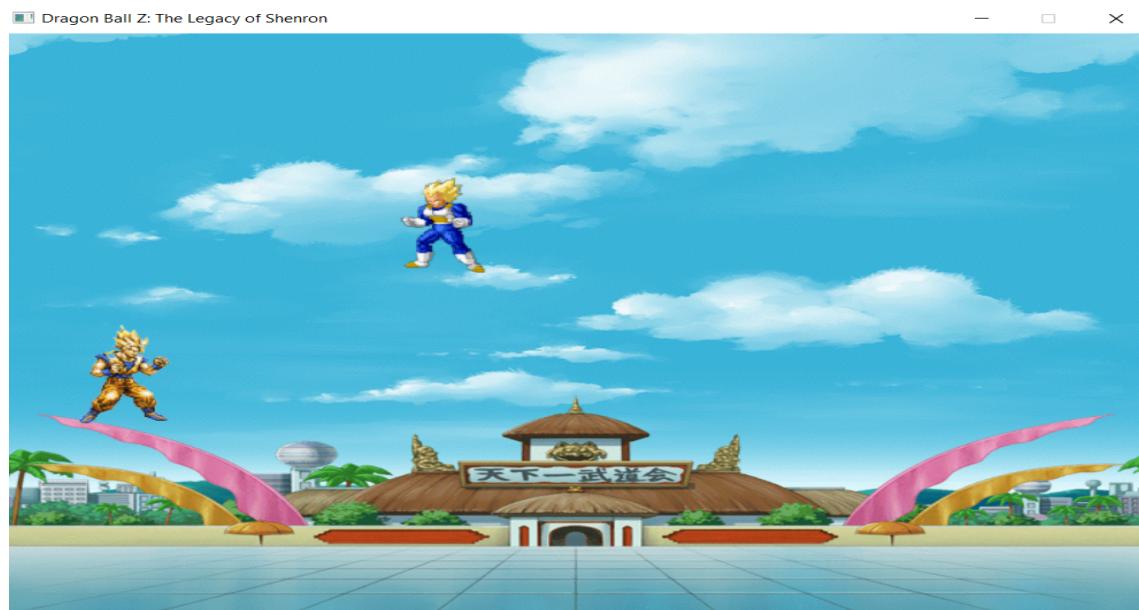


Figure 4.2: Enemy1 of the Game

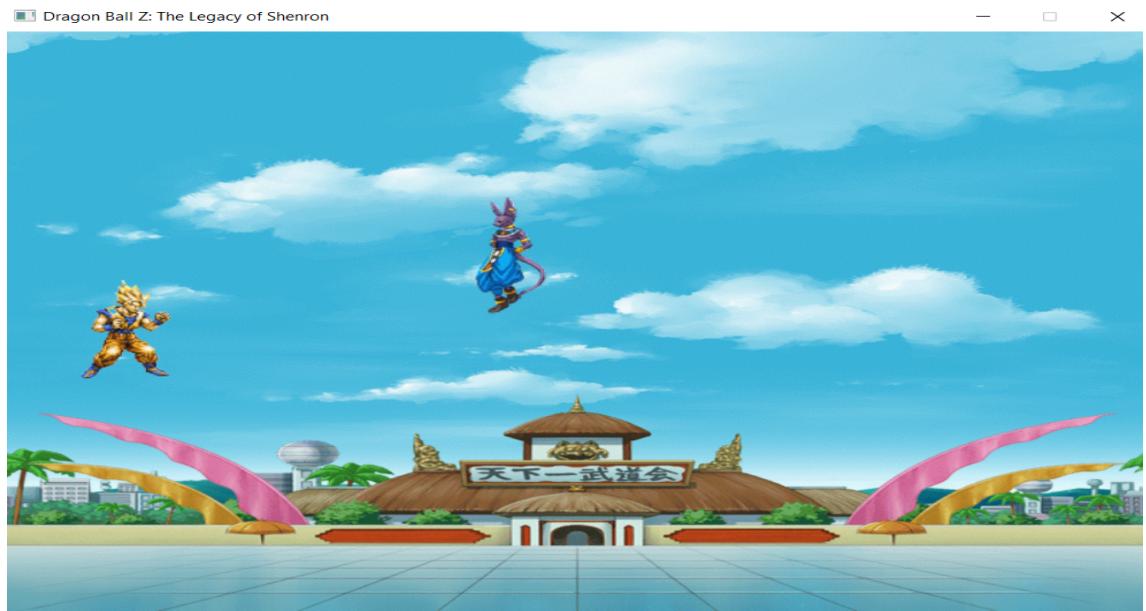


Figure 4.3: Enemy2 of the Game

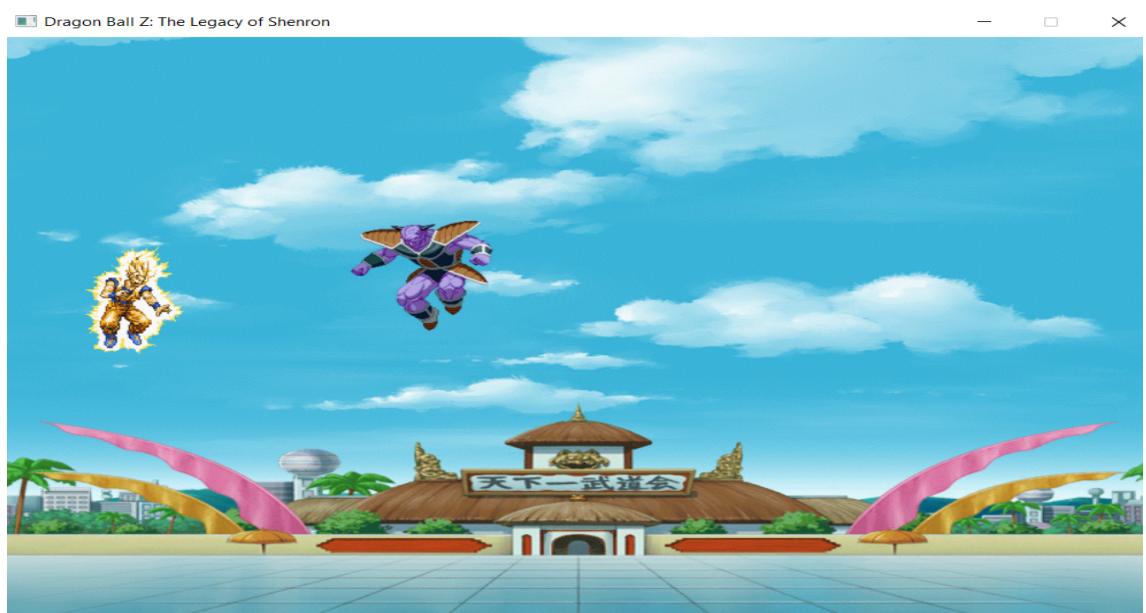


Figure 4.4: Enemy3 of the Game

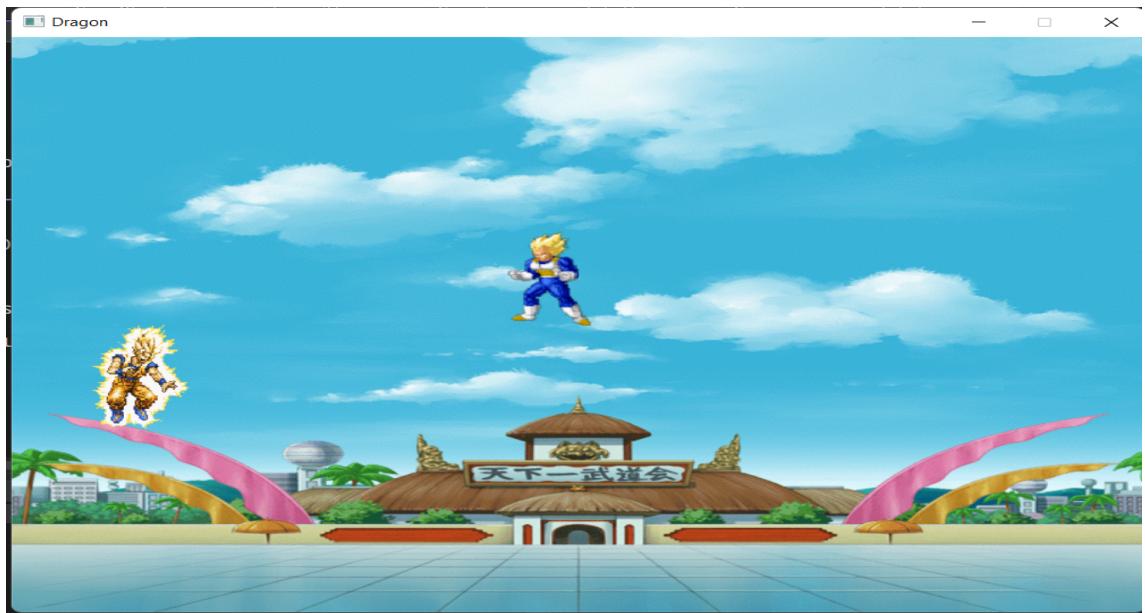


Figure 4.5: Powerup in the Game

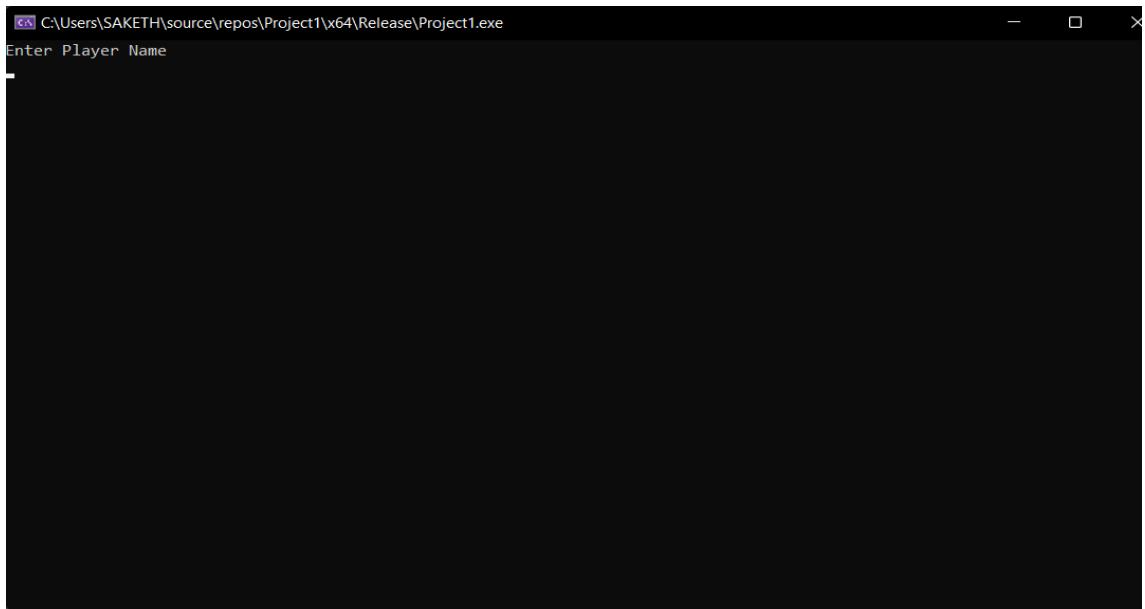


Figure 4.6: Taking Name input in the Game