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**INTRODUCTION**

My project is a 2D project. It’s a minion’s game. A minion is trying to hit the ball with arrow. When minion hit the ball score increases. If the ball hit minion the game will over.

**Prerequisites**

You need an IDE that is able to compile c++ scripts to run this project on your local machine for developing and testing purpose. Likewise, I have used Code::Blocks to build and develop this project.

**Installing**

First of all download the Code::Blocks (GNU C/C++ Compiler and Debugger) from the following link- <https://www.fosshub.com/Code-Blocks.html?dwl=codeblocks-17.12mingw-setup.exe>

Then, install the Code::Blocks on your machine. After installing, unzip the zip file of the project that you have downloaded and open up the folder PROJECT. In the folder, you will find a file named OpenGL.cdp, just open this file with Code::Blocks and then build and run from Code::Blocks. This will let you access for further development of the project.

**Getting Started**

In the following link, you will be able to get a copy of the project.

Link- <https://github.com/ShahriarHq/minions-game>

**Instructions**

To play this game, you need to know some basic instructions that are:

* Up key for shoot arrow.
* Left key to move left
* Write key to move write.