

ATOM MAN

As the internet culture took the world over, the popularity of the games has exponentially increased. Nowadays games have been catching people's attention in making money and many people made gaming a part of their hobby as well. Gaming has become a fun-filled activity. They have become a healthy source of entertainment. Elon Musk, the chief designer of SpaceX and the architect of Tesla has started his career with a simple game. So, the main idea behind this project is to build an efficient game application named "**ATOM MAN**". Basically, Atom Man is a student who needs to reach his school. The user has to help him reach the destination. This application contains all the domain features of an ideal game such as graphics, scoreboard, number of lives.

ABOUT THE GAME

1. The atom man has got three chances to fight with the demon and make his way to the destination by collecting at least 15 books.
2. For every 5 books he collects, a general knowledge question pops up which he needs to answer. If he chooses the wrong option, he loses the game.
3. When the atom man touches the demon, he loses his life. The player also gets to choose the demon he wants to fight with.
4. A display box is displayed on the top to let know the user how far is he from his school.
5. One thing to remember is if he loses his first life due to demon, he has two more lives. But, if he fails to answer the question, he loses the entire game.

The whole project is built in C language using SDL, SDL. image libraries which also include window creation and render creation. Data structures like arrays and structures are used. Functions are also used to make it a structured tool.

GITHUB LINKS :

1. <https://github.com/RachelNakkala/C-Project>,
2. https://github.com/Suprabhaskara2903/GAME_ATOM-MAN

ROLL

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