C++ PROJECT

Project Name : Silent Assassin

Group-11

Sarthak Harne(IMT2020032)

Mayank Chadha(IMT2020045)

Chaitanya Manas(IMT2020053)

Meda Madhav(IMT2020022)

Varad Badhe(IMT2020048)

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1 TEAM DETAILS AND CONTRIBUTIONS OF EACH TEAM MEMBER

Sarthak Harne(IMT2020032) :

1. Camera class.
2. Map class.
3. Map Design on tiled.
4. Joint work with Mayank Chadha(IMT2020045) Rolling Background, basic functionality of Game and TextureManager.

Mayank Chadha(IMT2020045) :

1. GameObject class.
2. Main class.
3. Music Tracks in the Game.
4. Joint work with Sarthak Harne(IMT2020032) Rolling Background, basic functionality of Game and TextureManager.

Chaitanya Manas(IMT2020053) :

1. Enemy Class and Related additions in Game class.
2. Bullet class shooting implementation.
3. Joint work with Varad Badhe(IMT2020048) to check collision between GameObjects.

Meda Madhav(IMT2020022) :

1. Leaderboard in Game class.
2. Menu and game scenes Design.
3. Menu Object class and Menu System.

Varad Badhe(IMT2020048) :

1. Bullet class trajectory implementation.
2. PlayerHealth and EnemyHealth class.
3. Joint work with Chaitanya Manas(IMT2020053) to check collision between GameObjects.

2 FEATURES OF THE GAME

1. Enemy automatically detects and moves towards the player.
2. Enemy and player auto aim on each other.
3. The Camera is always fixed on the Player and the Map rolls around the player.
4. Enemies combine on colliding with one another.
5. The game continues till the player runs out of health.
6. Score is updated when player kills an enemy.

3 INSTRUCTIONS TO RUN THE GAME

In the game directory, use the following commands.

```
make
./main
```

On the main menu you have an option to start the game, access the instructions, open leaderboard and exit.

4 SCREENSHOTS

Figure 4.1: MAIN MENU

Figure 4.2: INSTRUCTIONS
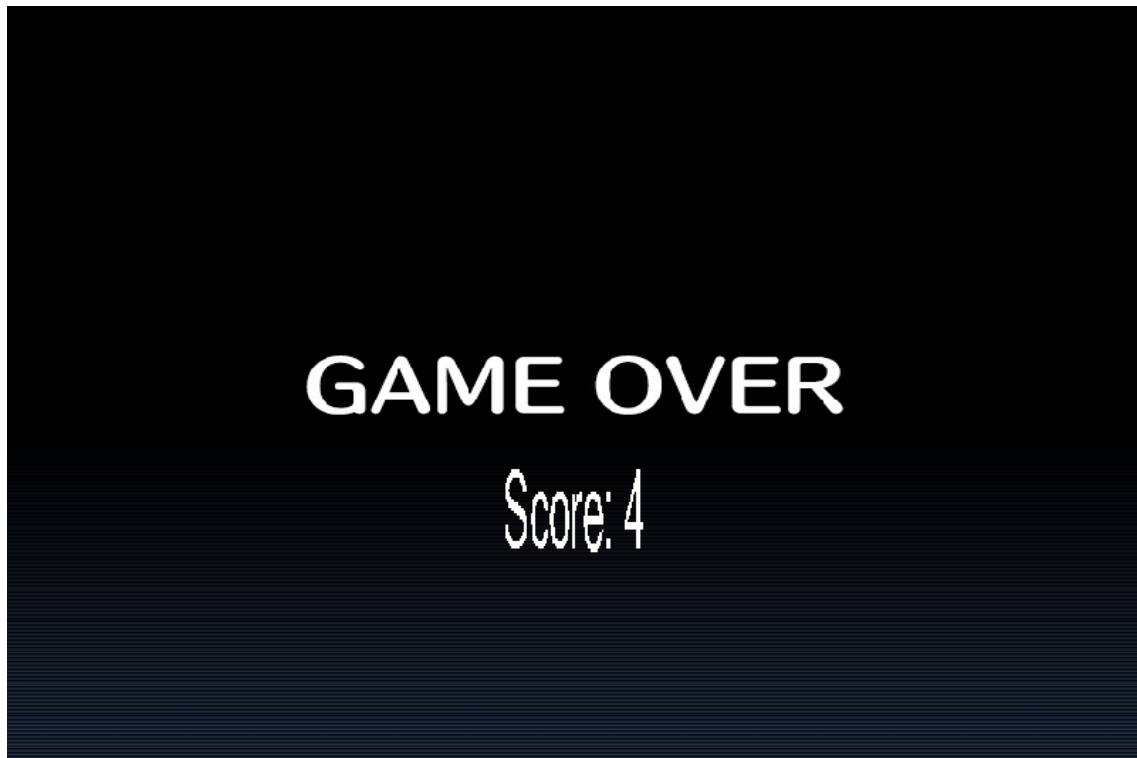
Figure 4.3: FIGHT 1

Figure 4.4: FIGHT 2
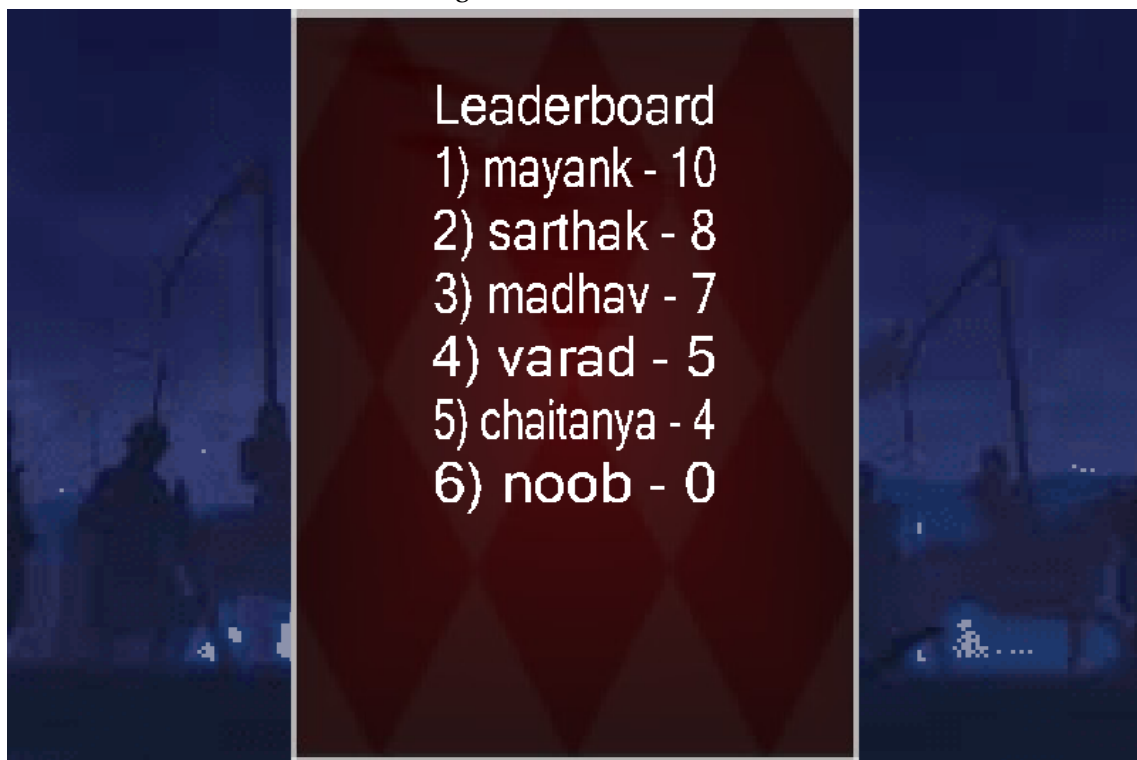
Figure 4.5: GAME OVER

Figure 4.6: LEADERBOARD

5 CONTROLS OF THE GAME

- ← Player goes to Left direction.
- ↑ Player goes to Up direction.
- → Player goes to Right direction.
- ↓ Player goes to down direction.
- ← Player goes to left direction.
- SPACEBAR Player autoaims and shoots towards the nearest enemy.