

## **Project Report: Look Away Game**

**Group Name:** Super Look

### **Team Members:**

- Bobby Muench: Processing of Functions
- Allen Canete: Functionality and Debugging
- Niori Rix: User-friendliness and Implementation of Ideas and Idea Execution

### **Topic: Look Away Game!**

**Overview:** The "Look Away Game" is a console-based interactive experience designed to test users' reflexes and spatial awareness. Players are challenged to avoid looking in the same direction as the arrow presented on the screen. The game progressively increases in difficulty based on the player's score, offering an engaging and dynamic gameplay experience.

### **Key Features Implemented:**

- **Time Management:** Utilized the Chrono library to manage timing and create a dynamic gaming experience.
- **Color Text:** Implemented color text to enhance visual feedback and improve user engagement.
- **Executable File Creation:** Transformed the C++ code into an executable (.exe) file for ease of distribution and accessibility.
- **Error Handling:** Implemented robust error-handling mechanisms to address user mistakes, enhancing the overall user experience.
- **Screen Clear Functionality:** Integrated screen clearing functionality to maintain a clean and organized interface between game iterations.

### **Process:**

1. **Arrow Generation:** Implemented a switch-case structure to generate arrows on the screen, providing users with visual cues for gameplay.
2. **User Input Processing:** Developed functionality to receive user input and compare it to the presented arrow, ensuring accurate gameplay feedback.
3. **Dynamic Difficulty:** Implemented a scoring system to track player performance and dynamically adjust game difficulty based on score milestones.
4. **User Feedback:** Utilized clear and concise instructions to guide users through gameplay and provide feedback on errors and successes.
5. **Enhanced User Experience:** Focused on maximizing user experience by implementing features that enhance immersion and engagement.

### **Contributions:**

- **Bobby Muench:** Spearheaded the processing of essential game functions, ensuring smooth execution and proper functionality.
- **Allen Canete:** Contributed to refining game functionality and debugging to ensure a seamless user experience.
- **Niori Rix:** Crafted user-friendly instructions while implementing and executing innovative ideas to elevate the overall gameplay experience. Through surveying testers, created a user-friendly interface tailored to inexperienced users.

**Conclusion:** The "Look Away Game" project was developed under the pretense of making a collaborative code in C++. Console-based refers to the usage of a terminal console to play the game. Through our collaborative efforts, we created a code that simulates a simple, well-developed game.