

Code Structure:



```
// Main:  
int main() { ... }
```

"This is the Main Source File that drives the Game (Master)."



```
// Class:  
class Game { ... };
```

"This is kind of like my Game Master, with a few extras."

Flowchart



```
// Class:  
class Player { ... };
```

"This is the Player itself, that dodges Enemies and collects hackable Data Orbs."



```
// Class:  
class Enemy { ... };
```

"Is a Enemy that acts like some kind of Anti-Virus, attempting to stop the Player."



```
// Class:  
class Orb { ... };
```

"This is a collectable Data Orb that is hackable by the Player."

Win / Lose Conditions:

(SpeedRacer-Ish)



"Hack 1024 GB of Collectable Data Orbs, to win!"



"Keep Stealth above 0%, or you lose!"

All Controls:



Movement



Quit Game

ESC



SPACE

Start / Restart Game

Sources / Assets:

- > Kenney for UI-Icons on Documentation Page. (Lovely Free UI-Assets)
- > Extensive youtube playlist from: "Suraj Sharma" (Amazing Free Content!)
- > Questions or Unknown Errors solved with Googling & ChatGPT. (No worries, no Copy-Pastas!)