STUDENT NAMES:

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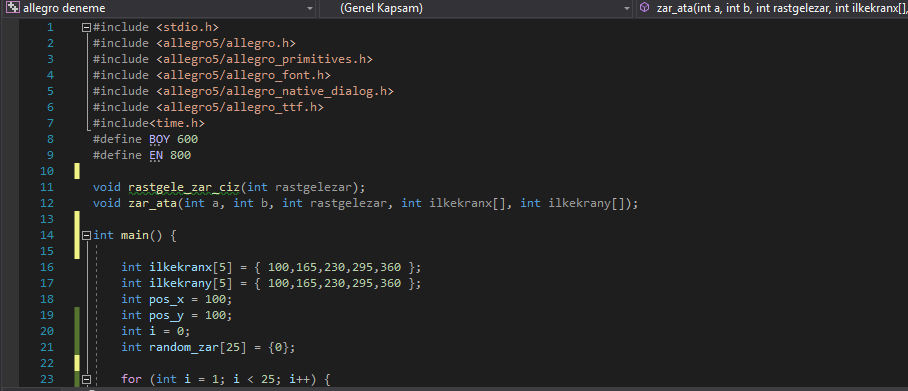
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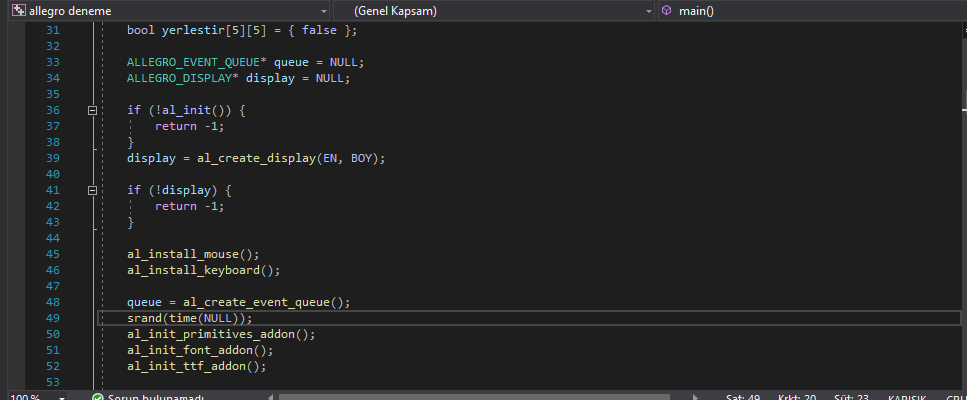
HOW TO PLAY MERGED:

In Merged! The aim in is to reach higher scores by combining the blocks on the playground.

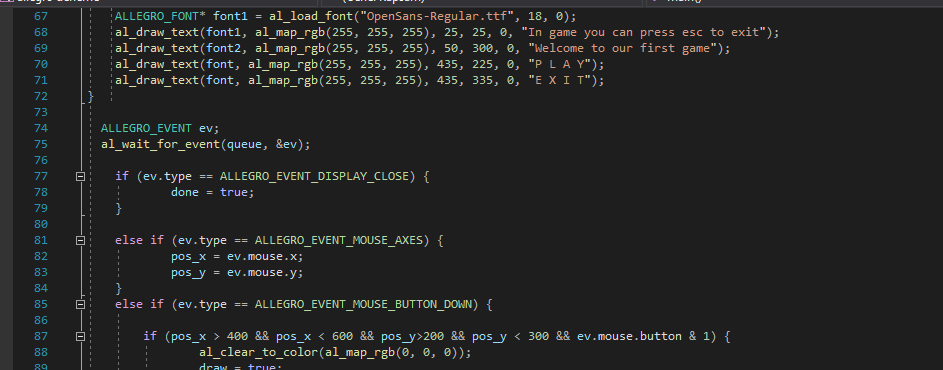
WHİCH LİBRARYS,ADDONS,FUNCTİONS THAT WE USED:



* We used <allegro5/allegro.h> to can use allegro5.
* We used <allegro5/allegro\_primitives.h> to can use functions related primitives.
* We used <allegro5/allegro\_font.h> to can use functions related fonts.
* We used <allegro5/allegro\_ttf.h> to can use other font.
* We use <time.h> to create random number.
* We writed function(void rastgele\_zar\_ciz(int rastgele))to create random dice.These function take an integer parameter and draw rectangle related to the parameter.
* We writed function(void rastgele\_zar\_ciz(int rastgelezar))to create random dice.These function take an integer parameter and draw rectangle related to the parameter.
* We writed function(void zar\_ata(int a,int b,int rastgelezar,ilkekranx[],int ilkekrany[]))to create random dice.These function take 3 integer parameters and 2 integer arrays.Function find the position by use int a,int b and 2 arrays .In addition draw rectangle related to the rastgelezar.



* We created ALLEGRO\_EVENT\_QUEUE and al\_create \_event\_queue(); to generate events and hold these events.
* We used ALLEGRO\_DISPLAY and al\_create\_display(); to create an display.
* We initialized allegro with if(!al\_init()){return -1;}
* We used al\_install\_mouse(); and al\_install\_keyboard(); to initialize mouse and keyboard.
* We used al\_init\_primitives\_addon(); , al\_init\_font\_addon(); , al\_init\_ttf\_addon(); to initialize them.
* We used srand(time(NULL)); to generate diferent numbers each time when generating random numbers.
* We used al\_grab\_mouse(display); to confine to mouse cursor to the display.
* We used al\_set\_mouse\_xy(); to place the Mouse at the given coordinates on the display.



* ALLEGRO\_FONT : A handle identifying any kind of font. Usually you will create it with [al\_load\_font](https://liballeg.org/a5docs/trunk/font.html#al_load_font) which supports loading all kinds of TrueType fonts supported by the FreeType library .
* We used function al\_draw\_text(); to write text on the display.
* We used functions al\_draw\_rectangle and al\_draw\_filled\_rectangle, we can draw an outlined rectangle with al\_draw\_rectangle.This function takes some parameters (x1,x2,y1,y2-upper left and lower right points of the rectangle, al\_map\_rgb(); - color of the rectangle, thickness-thickness of the lines) then we can draw a filled rectangle with al\_draw\_filled rectangle.This function take some parameters(x1,x2,y1,y2-upper left and lower right points of the rectangle, al\_map\_rgb(); - color of the rectangle).
* ALLEGRO\_EVENT is a union of all built in event structures. Functions al\_wait\_for\_event(); wait until the event queue specified is non-empty.
* ALLEGRO\_EVENT\_DİSPLAY\_CLOSE means that the close button of the window has been pressed.
* ALLEGRO\_EVENT\_MOUSE\_AXES means that one or more mouse axis value changed but we use this only x and y axis.
* ALLEGRO\_EVENT\_MOUSE\_BUTTON\_DOWN means that a mouse button was pressed. We use only left mouse button(ev.mouse .button &1) with some coordinates.
* ALLEGRO\_EVENT\_KEY\_DOWN means that a keyboard key was pressed.We use this only to key(ESCAPE) to can been leave the game at any time.

WHAT WE COULD DO AND WHAT WE COULDN’T DO:

We had create a menu ,you can start the when you press play and you can exit the game with exit button .

In game you can exit the game with escape key,we can generate random dice and draw it,when placing the dice to 5x5 square area we can’t use drag and drop so,we use left mouse button pressing . .Actually,there are some problem, drew random dice and we place but dice that we have placed are different from random dice that we have drawn .

We could not combine same value of dices so we couldn’t increase the score. Summary, there is no game stream.

DİVİSİON OF LABOR:

Yusuf DEMİR drafted the game and added menu and wrote the game codes and report.

Anıl YILMAZ and Kağan ÖZDAMAR found supplementary reference(video) and research fort he codes of similar games.