

Ahsanullah University of Science and Technology

Developing Game Using Igraphics

BREAK THE WALL, Inspired by DX Ball

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DEPT: CSE

SECTION: C(C1)

COURSE NO: CSE 1200

COURSE TITLE: Software development lab

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BREAK THE WALL

REPORT OUTLINE

- 1.Objective
- 2.Introduction
- 3.Game Overview
- 4.Implementation Process
- 5.Difficulty faced and how overcome
- 7.Ideas that couldn't fulfilled
- 8.Conclusion

OBJECTIVE

The game we made was inspired from Dx Ball. DX-Ball is an Arcade, Puzzle and Single-player video game, developed by Seumas McNally who was a Canadian video game programmer and designer. A ball is bouncing around and breaking bricks. The player controls the board at the screen's bottom and deflects the metal ball with a task to hit different coloured blocks on the screen's top without having the ball fall below the screen. With impressive gameplay, brilliant graphics, and good mechanics, DX-Ball is the wonderful game to play.

INTRODUCTION

This report describes the process involved in making a 2-D computer game with C++, igraphics, Visual Studio 2013. Using igraphics functions we created a 2-D game where the objective for the user is break the bricks without the ball falling outside the board. This report discusses the game overview, including the description and game play, and then focuses on the game design, describing how the game is implemented and the programming functions and libraries used in the design.

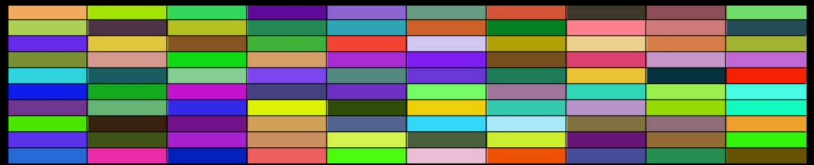
GAME OVERVIEW

Break The Wall continues where Pong, Arkanoid and other games before it left off. A ball is bouncing around and breaking bricks, The player controls the board at the screen's bottom and deflects the metal ball with a task to hit different colored blocks on the screen's top without having the ball fall below the screen.

BALL AND BOARD



BRICKS

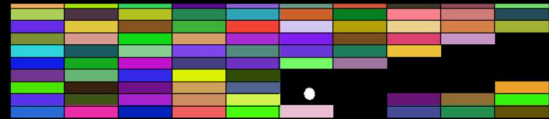


PICTURES OF GAME



Press Space Bar to Start

BREAK THE WALL



Press Space Bar to Start

BREAK THE WALL



IMPLEMENTATION

- We have used Visual Studio 13 professional version to make the game
- We have made the game using Igraphics and c language
- We have done the debugging of the code
- We have created the ball and the board and wrote code for their movement
- We also have done the bricks collision, music and key mapping part.
- We have written the code for restarting the ball.

PROBLEM FACED

- The main problem we faced is working with iShowbmp function, whenever we tried to use this function, it started to debug the code, so we couldn't use images to make the game and as a result we couldn't complete the game as we planned.
- Visual studio 13 stopped working in the middle of the project and it created great hassles for us.

HOW OVERCOMED

We uninstalled visual studio 13 and we cleaned all our windows set up. Then we again installed visual studio 13 professional version and that's how we solved our second problem.

IDEAS THAT WE COULDN'T COMPLETE

- We wanted to create a menu bar but because of the problem we faced, we couldn't complete it.
- We wanted to create one more level where the speed of the ball would increase and the bricks set up would be a little tough.
- We wanted to add high scores but because of the lack of time, we couldn't complete it on time.

CONCLUSION



Using i-graphics functions and Visual Studio 13, we create a 2-D Single-player video game named BREAK THE WALL. For developing this game, we need to include colorful bricks, a Metal ball, a board, keyboard mapping and music. A ball is bouncing around and breaking bricks. The player controls the board at the screen's bottom and deflects the metal ball with a task to hit different colorful blocks on the screen's top without having the ball fall below the screen. That's all about the game.