PF Final Project

Bejeweled Blitz

Submitted by:

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The game was made using C++ language and the user interface of the game was made using SFML (Simple Fast Multimedia Library). The IDE used for the project is Microsoft Visual Studio 2019. The SFML version used for this project is "SFML 2.5.1 Visual C++ 15 (2017) - 32-bit".

The SFML Library can be downloaded from this website: https://www.sfml-dev.org/download/sfml/2.5.1/

To set up the SFML Library for visual studio, this video can be used: https://www.youtube.com/watch?v=VWWSc2nqrEA

The images of the gems used in the game are taken from Bejeweled Blitz Wiki on this website: https://bejeweled.fandom.com/wiki/Bejeweled_Wiki. The rest of the images are taken from the internet and modified according to the usage in the game.

The folder submitted contains all the images and source files used in the project. The file "main.cpp" is the source code for the project. The "images" folder contains all the images used to develop the interface of the game.

The game is played using the arrow and enter key. The arrow keys are used to navigate around the grid. While the enter key is used to select or deselect a gem that has to be swapped.

The code and their respective gem images used in the code are given in the table below:

Gem Number	Image	Name
1		Blue gem
2		Red Gem
3		Green gem
4		Yellow gem
5		Orange gem
6		Blue flame gem
7		Red flame gem
8		Green flame gem
9		Yellow flame gem
10		Orange flame gem
11		Blue destroyer gem
12		Red destroyer gem
13		Green destroyer gem
14		Yellow destroyer gem
15		Orange destroyer gem