Final Report

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**Project Description**

Our group made a game using freeglut, it is similar to whack a mole but in the game moles attack the player. We spent several days to discuss what our game will include and how it will be implemented. This helped us in the long run since everything we discussed ended up being used. We discussed various things like what will happen when the player collides with the other objects, implement of the scores and damage taken from it.

**Members – Contributions**

We split the work in three ways. One person works on the logic of the game, another one to help others, and one to work on animations.

Avery worked on logic of the game and some other shit.

Jaspal worked on compilation, collision, displaying the text and little bit on animations. He was the helper for both Avery and Hang.

Hang worked on collideable and animations.

**Implementation**

**Results**

**Lessons/Conclusions**