

# POS GAMES

# POS *Games*



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# PROJECT GOALS

- Have each person create a game
- Create games that we would actually play
- Equitably distribute the workload using modular program design
- Incorporate graphics in to some of the games



# ACCOMPLISHMENTS

- Each member contributed at least one game
- Use of Graphics in more than one game
- Use of Window Forms
- Contribution from every member on Reports and Powerpoint
- Use of image (Peter?)

# CHALLENGES

- Downloading and using Visual C++ in Visual Studios
- Converting code to use Winforms
- Trying to create random number generator for a couple of games
- Pushing code upstream using GitHub
- Time frame was tighter for this project

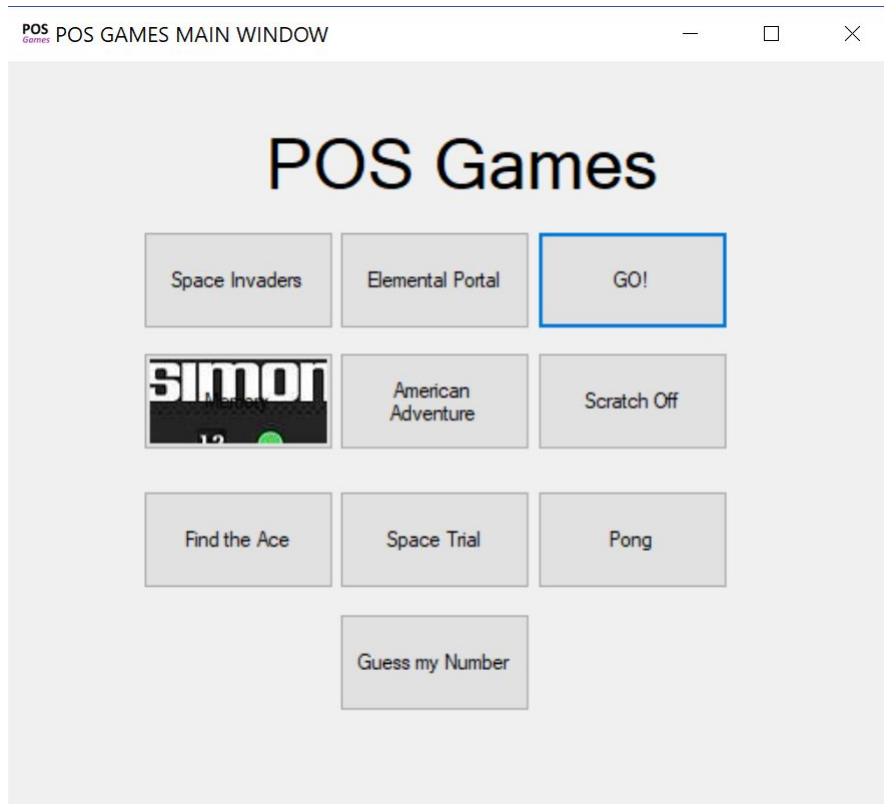
# MAIN WINDOW

## Features:

- Button for each game
- Console program starting
- Window management
- Program Icon

## Difficulties:

- cin/cout spoofing
- .exe events
- Constructor sensitivity
- GitHub vs. Visual Studio



# SPACE INVADERS

## Features:

- Movable player ship
- Aliens slowly moving toward you
- Shooting

## Difficulties:

- Handling an abundance of bullets/aliens without arrays
- Collision
- Efficiency

# GO!

## Features:

- Toggle button pieces
- Shape recognition
- Liberty counting/removal

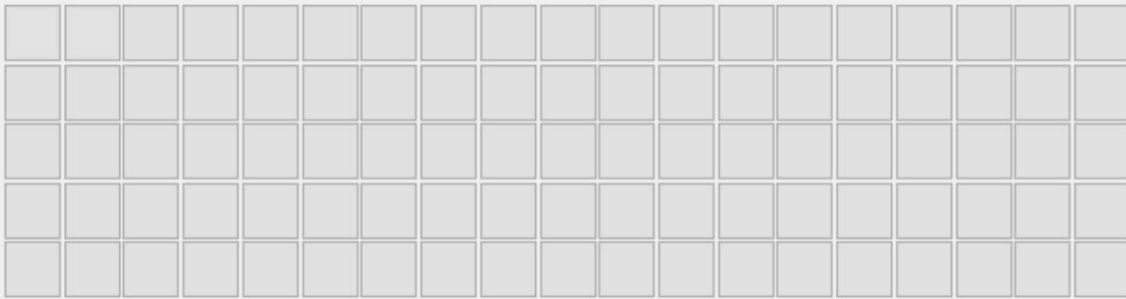
## Difficulties:

- Optimization
- Managed classes/pointers
- Setup of resources
- Shape management

POS  
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**It is black's turn**



# MEMORY

## Features:

- Player can choose version to play
- Timed responses
- Use of colors
- Level tracking
- Different difficulty based on level

## Difficulties:

- Convert to use Winforms and graphics
- Getting code to GitHub
- Validating user input
- Inclusion of timed responses from player



# SCRATCH OFF

## Features:

- Choose 3 of 6 boxes
- If you get a match you win
- One one match of 2
- Randomly generated and distributed
- Restart and close button

## Difficulties:

- Getting vectors and random numbers to work
- Solving obscure errors that led to more
- Getting an error that there are no known answers for

# Find The Ace

## Features:

- Use of images
- New Game option
- Use of pop up messages

## Difficulties:

- Randomization of card placement
- Use of functions in windows forms
- Game setup

# Guess My Number

## Features:

- Use of randomization
- Let's player know if they are close
- Use of functions
- Validation of input

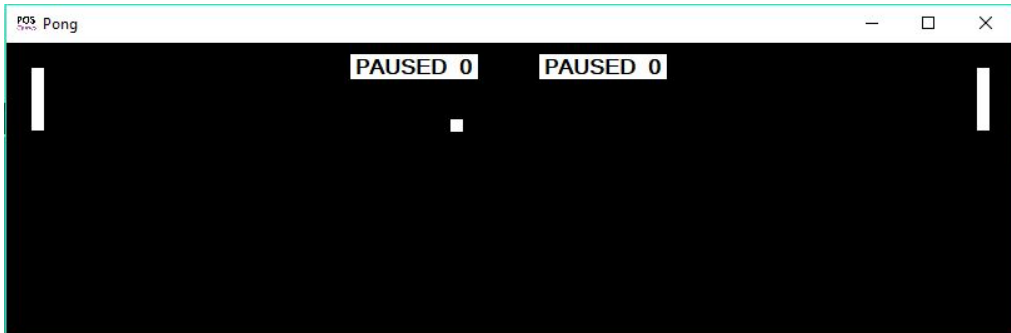
## Difficulties:

- Global Randomization
- Function struggles

# PONG

## Pong Game Specifications

- Is a two player game
- Displays the controls at startup
- You can pause the game



## Things I would like to Improve

- The hit detection of the pong ball
- The screen flicker when redrawing the objects
- Other bug fixes / ways to improve performance