

PLAYER 1

DRAGON FRUIT

ALI ACHMAN
ASEIM ALIKHAN

The Game

DRAGON MANIA IS OUR
TAKE ON THE VERY FAMOUS FLAPPY
BIRD BUT WITH A TWIST

UML



CODE ARCHITECTURE

```
Game
Assets
BGM
AntiFireball.cpp
AntiFireball.hpp
Boss.cpp
Boss.hpp
Dragon.cpp
Dragon.hpp
Dragoon.exe
Fireball.cpp
Fireball.hpp
Healthbar.cpp
Healthbar.hpp
Heart.cpp
Heart.hpp
main.cpp
Platform.cpp
Platform.hpp
RenderWindow.cpp
RenderWindow.hpp
```

SPECIAL ASPECT OF THE PROJECT



- HOW SOL WORKS
- HOW TO MAKE A GAME FROM SCRATCH
- GITHUB COLLABORATION

IMMORTAL

GET TO

CONTRIBUTIONS

ALI
ASIM



THANK YOU!