

ADVENTUROUS GAME

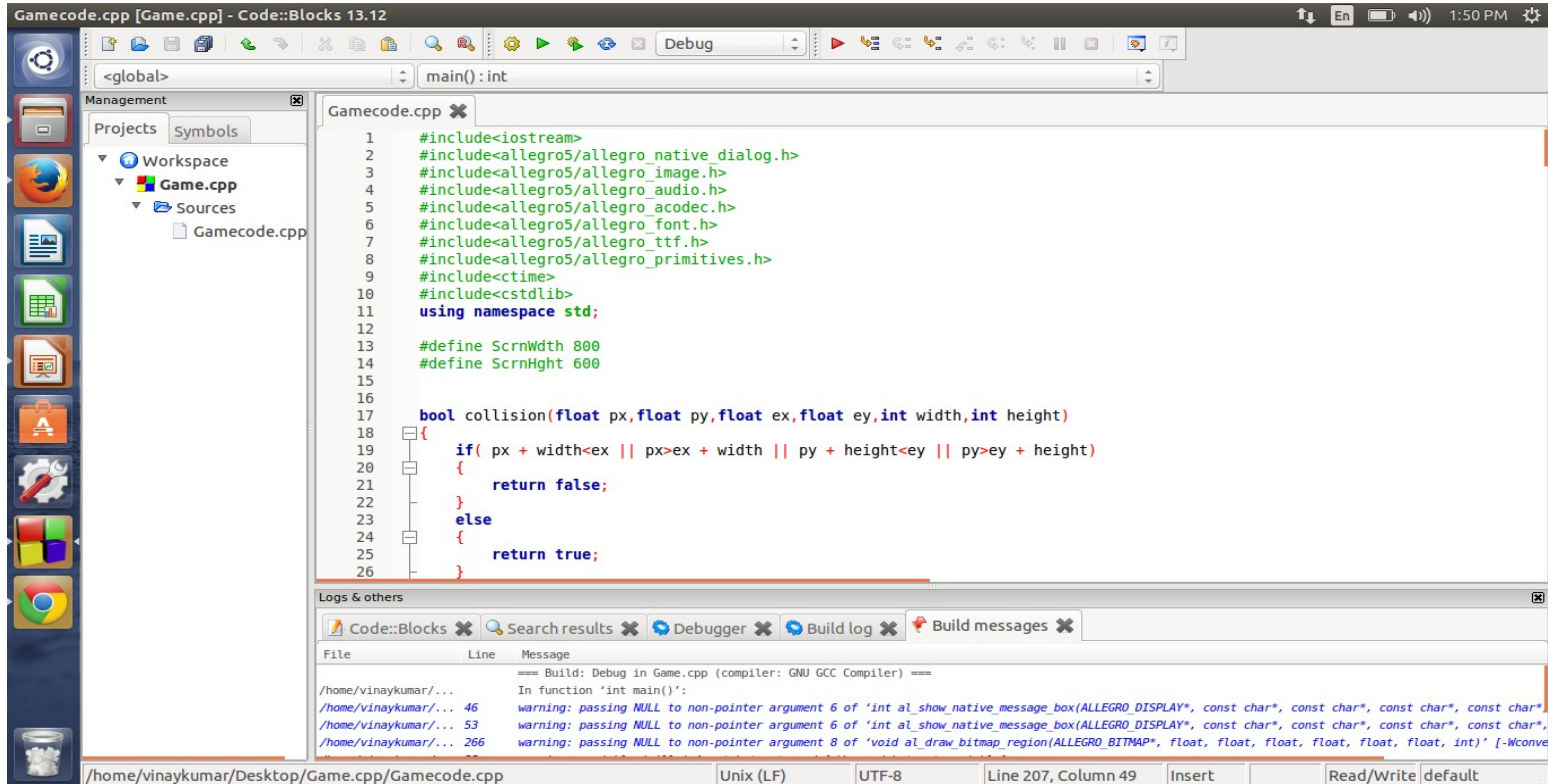
DEAD SOULS

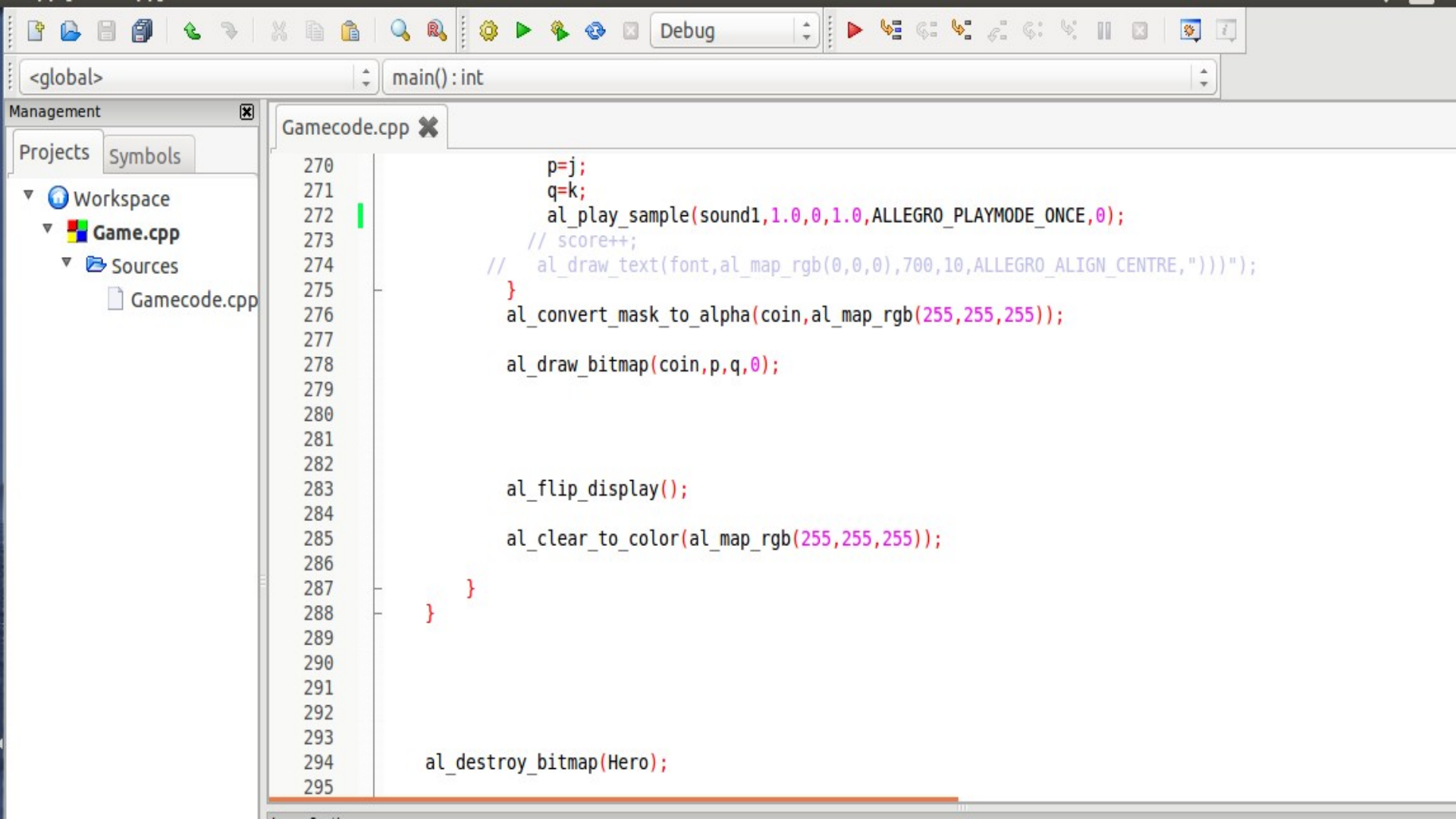
S.VINAY KUMAR	140110079
AMIT KR. TOMAR	140010029
D. SAI BALAJI	140010052
K. VIJAY RAJ	140010022

PROBLEM STATEMENT:

1. In this project our main aim is to make people enjoy through software game.
2. This is one player game and this game allows user to move in four directions and collect coins and firing bullets towards the enemy.
3. We developed this project in 2D view showing the coins at random positions and enemy.

Project Screenshots:





IDE interface showing a C++ project named "DEAD SOULS".

Management Panel:

- Projects: Workspace
 - Game.cpp
 - Sources
 - Gamecode.cpp

Code Editor:

```
<global>
main(): int
```

Gameplay Window (DEAD SOULS):

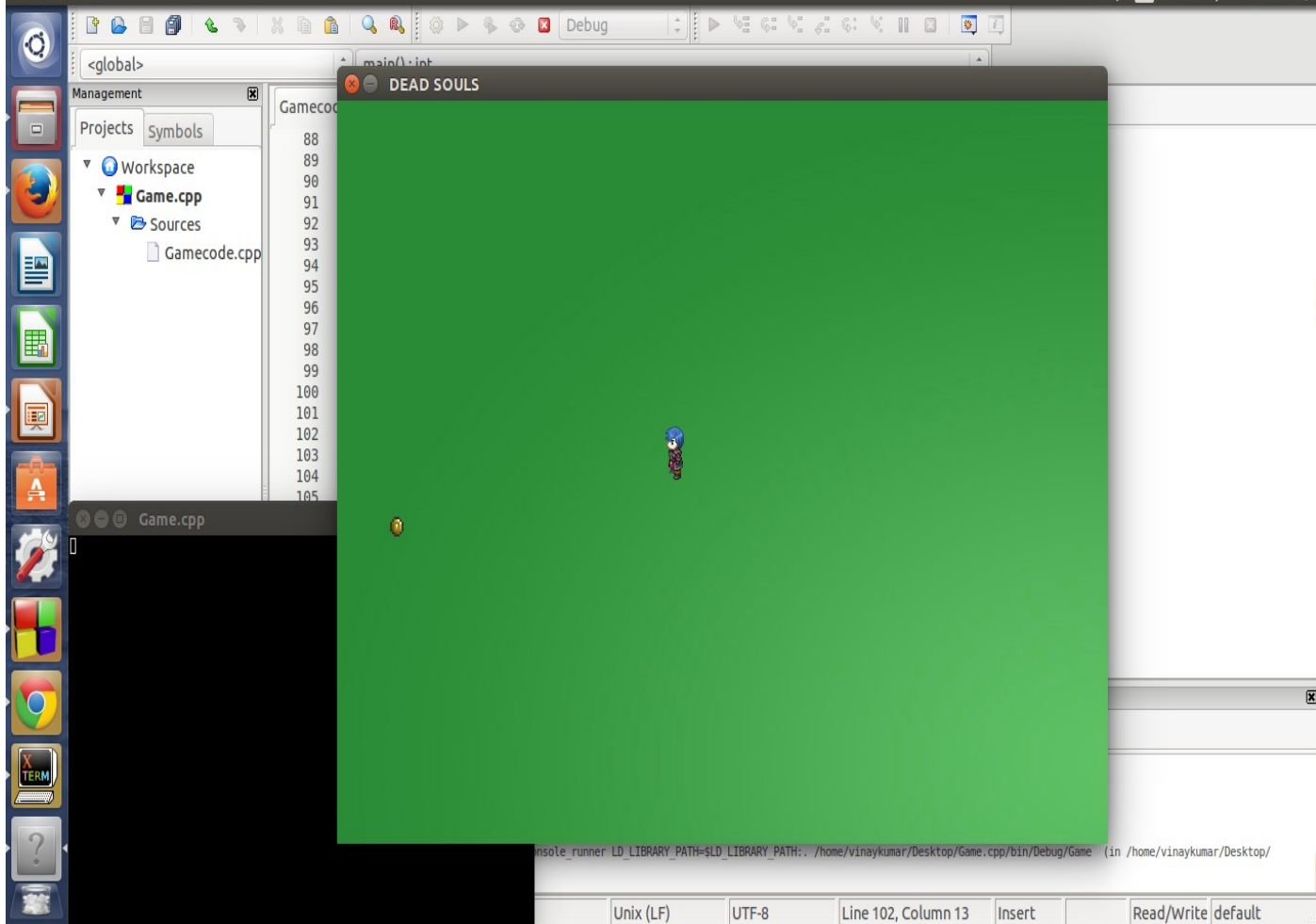
The window displays a green background with a small character on the left and a large, stylized dinosaur-like creature on the right. A small yellow coin is visible near the center.

Terminal:

```
(in /home/vinaykumar/Desktop/
```

Status Bar:

- Unix (LF)
- UTF-8
- Line 292, Column 47
- Insert
- Read/Write default



Challenge:

1. In making this project the biggest challenge that we faced was to choose the graphics library and to install this in our systems because graphics libraries was not working on windows.
2. The other challenge that we faced was that we had to learn graphics commands to make project.

Solving Problems:

1. For solving the installation problem we installed Ubuntu OS in our systems and then we were able to install working graphics library in our systems.
2. For learning graphics library commands we used online sources and YouTube tutorials.

Future Extensions :

This game can be extended to 3-D by using proper graphics library.

We can include extra features like jumping , some gravity effects and fighting with the enemies.