

# Sports Heads Football

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# Problem Statement

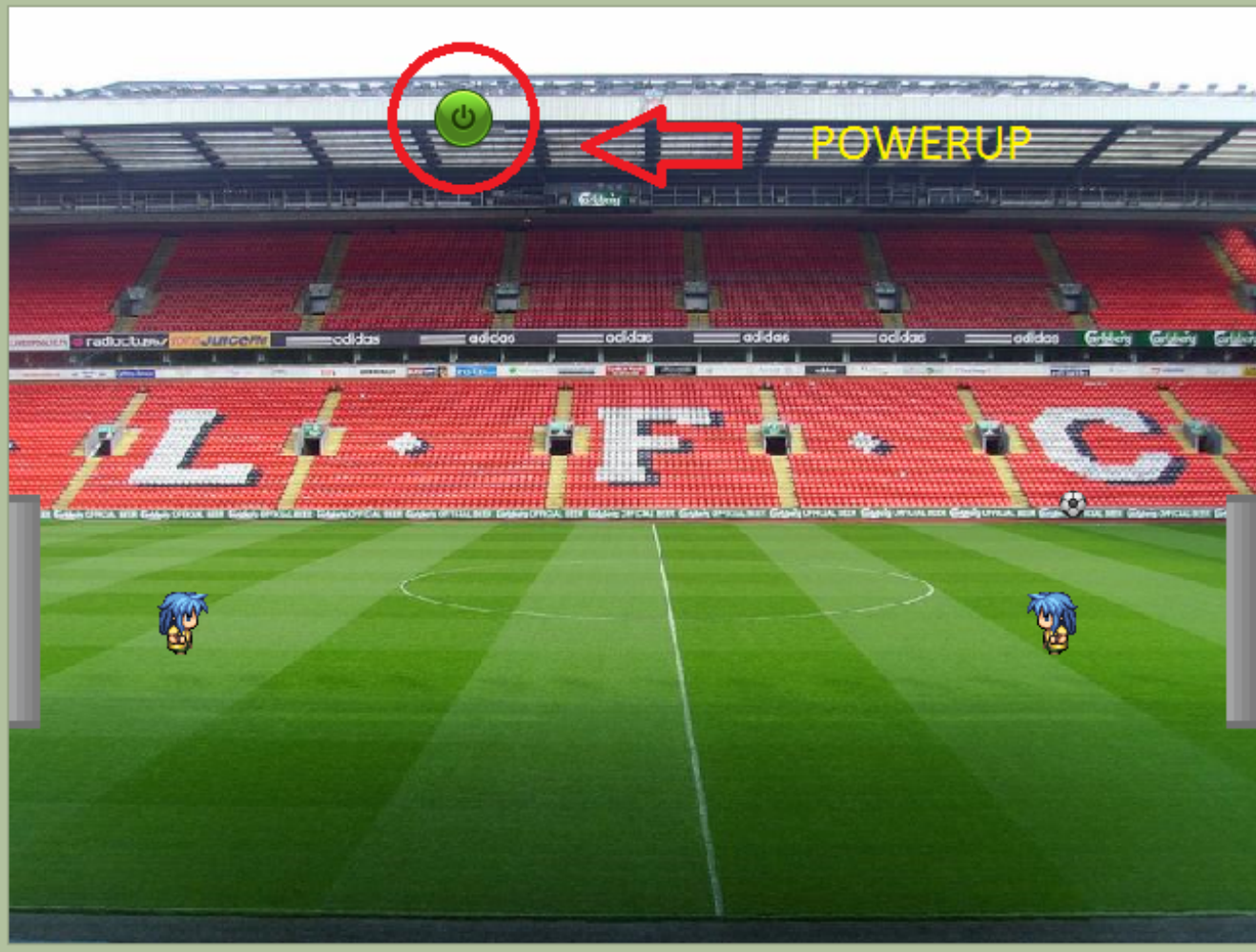


- 2 Player Sprites:
  - 1) Collision between ball and player.
  - 2) Jumping.
- Ball:
  - 1) Bouncing and Simulation of Gravity.
  - 2) Boundary Conditions of ball.
- Image Rendering:
  - 1) Loading background.
  - 2) Loading and rendering sprites of balls, players and goals.

# Problem Statement

Additional Features:

- 1) Power ups should be available to players during game to make it interesting!!
- 2) Players should have options to select different players having different abilities









# SPORTS HEAD FOOTBALL



Select one of the following:

- 1.) Play game
- 2.) Select player 1
- 3.) Select player 2
- 4.) Select game type
- 5.) Instructions



# CHALLENGES FACED

- 1) Learning and implementing the graphics library SDL :- We learnt how to use the library from online resources which gave tutorials on how to use SDL.
- 2) Unpredictable behaviour :- There was unpredictable behaviour of rendering of objects if we took input on terminal. We stopped using terminal for input.



# Challenges Faced

Collision Detection :- There was unpredictable collision detection, and multiple collisions happening. We introduced a time factor to wait after a collision to decrease unpredictability.

Time Management :- We took this as an opportunity to learn time management!!

# **Future: What can be added & improve**

Animations: We could add trails to player and ball.

Single Player Option: We could add a single player option for the user to play with computer operated player.

Sound: Adding sounds like crowd cheering on scoring a goal.

# Future...

Tournament Mode: In a single player mode, a tournament can be made with increasing difficulty levels.

Powerups: More powerups and powerdowns can be added.

**THANK  
YOU!!!!**