

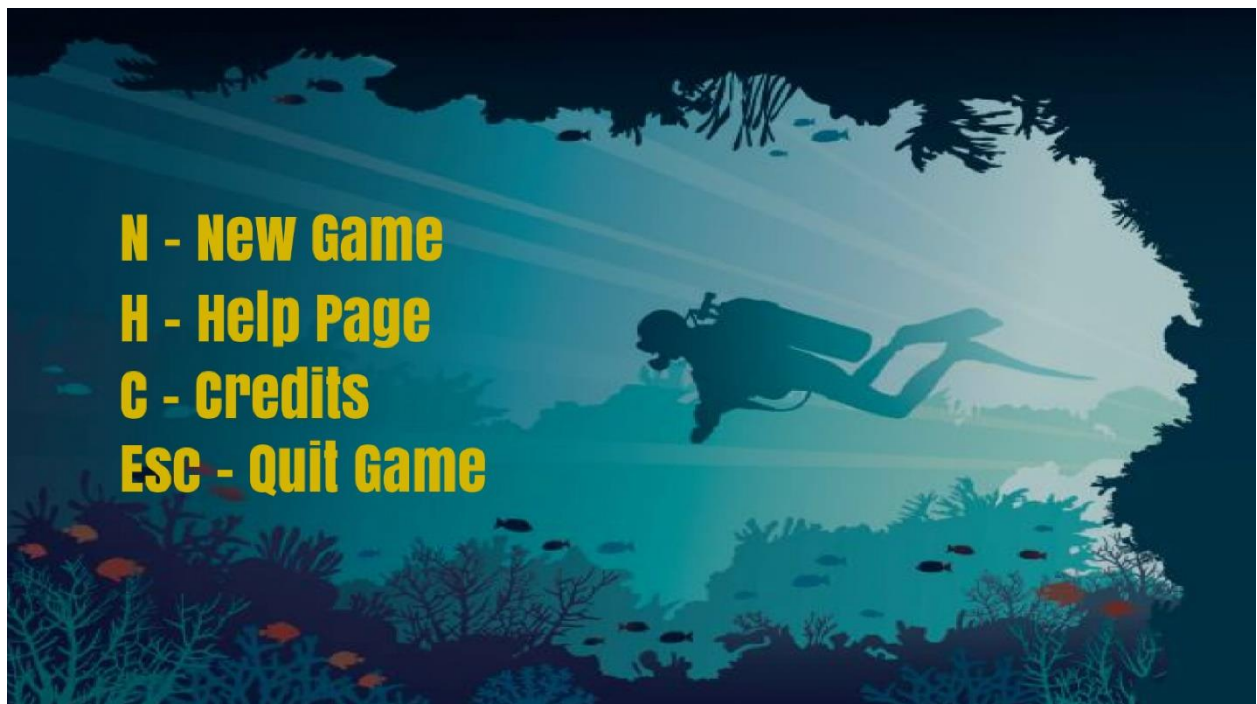
Project Name : Shark Attack

IDE and Programming language used: Code Bock, This project is implemented in OpenGL and C++.

Main Screen



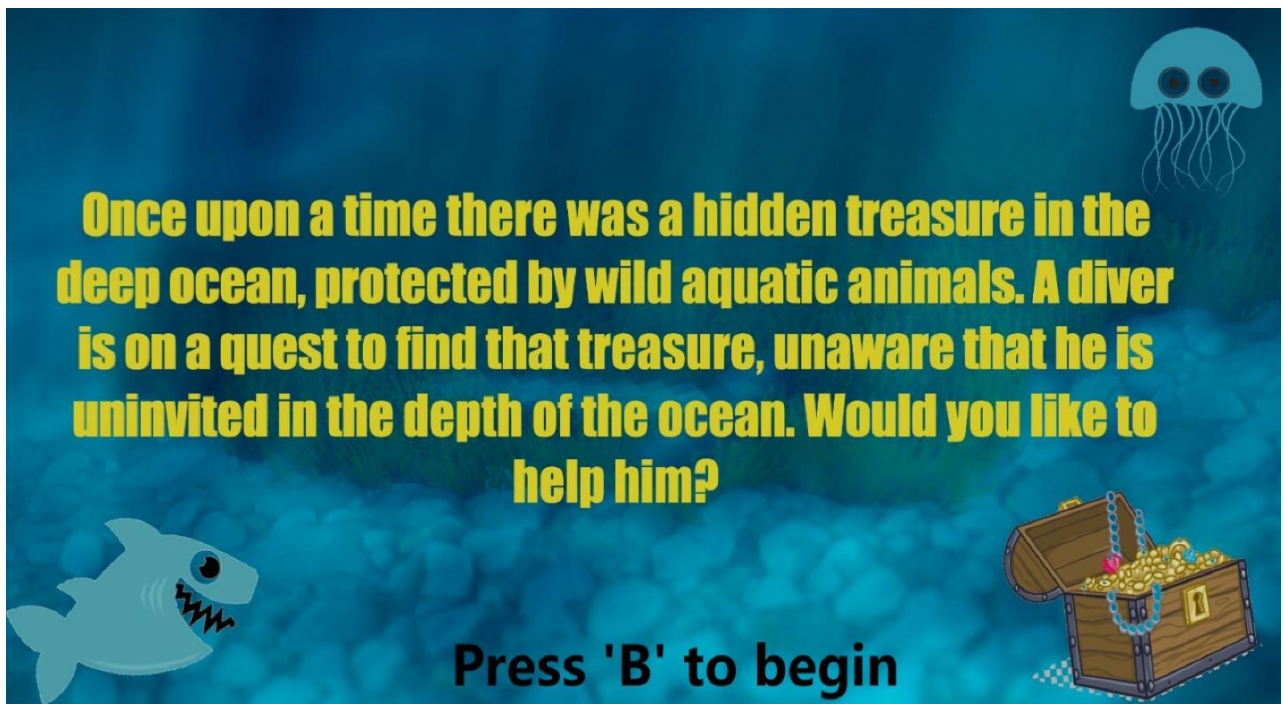
Game Menu Screen



Help Page



Game Intro Page



Starting Level – With only Shark as an enemy



Next Level- It has more Shark enemy and New enemy Jelly Fish



Note:- This game could played up to 10 next level, with each level enemy would be increasing up to a certain pointer.

