README:

**Shark Project**

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Description:

In this project we designed the Shark game , this game is about a player should get to the door to skip the level , he can’t open the door without taking the key so he first should take the key without letting the Monster to kill him , also he can get diamond to add score , also he should be aware from the other monsters / sea creatures that also can kill it , he has 3 lives to win if he lost all the lives the game will be over .

Design:

We created the Controller class that there we start the game and run it , the controller use the Bored class to take the window and game information.

Files:

* Borad.h && Borad.cpp:

In this class we have the levels and the game window information.

* Controller.h && Controller.cpp :

In this Class we start the game and run it .

* Exception .h :

Have the exception .

We made the game warning in this Class.

* Player.h && Player.cpp:

This class have all the Player function move and information (data)

* Monster.h && Monster.cpp:

This class have all the Monster function move and information (data)

* Door.h&& Door.cpp :

This class have all the Door function move and information (data)

* Water . h && water.cpp:

This class have all the Water function move and information (data)

* Poisn.h && Poisn.cpp :

This class have all the poisn function move and information (data)

* CollisionHandler.h && CollisionHandler.cpp:

This class is delling with the all the collisions with all the object with each other .

* Board.h && Board.cpp :

This class is showing the objects in the window we creat .

* Animation.h && Animation.cpp:

In this class All the object that Move with Animations we move her.

* BlueDiamond.h && BlueDiamond.cpp:
* This class have all the BlueDiamond function move and information (data).

Data structures:

Nothing special,.

Algorithms:

Nothing special.

Bugs:

I’m not aware of any bugs.