

Reckless Seas



Press any key to continue

Introduction

Team name: Depressed NFS

Team members :

1. Name: Nafi Ahmed, Roll: 18.02.04.017
2. Name: Fahim Rahman, Roll: 18.02.04.028
3. Name: Swapneel , Roll: 18.02.04.026

Fueling Up...



▶ Play

High Score

Instruction

About

Exit



Resume

New Game



Back

Coin:

200



pause



Resume



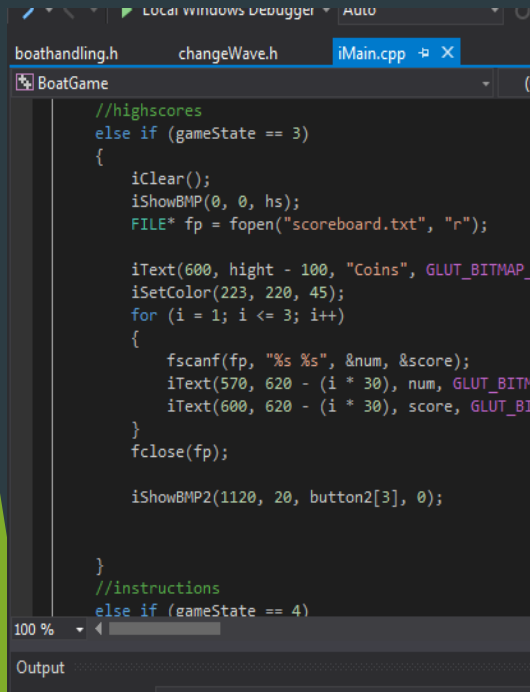
Main Menu



Implementations

Header File, Structure & Files:

There are 5 header files ,2 Structures and 3 file used in the game. Here are some sample given below.

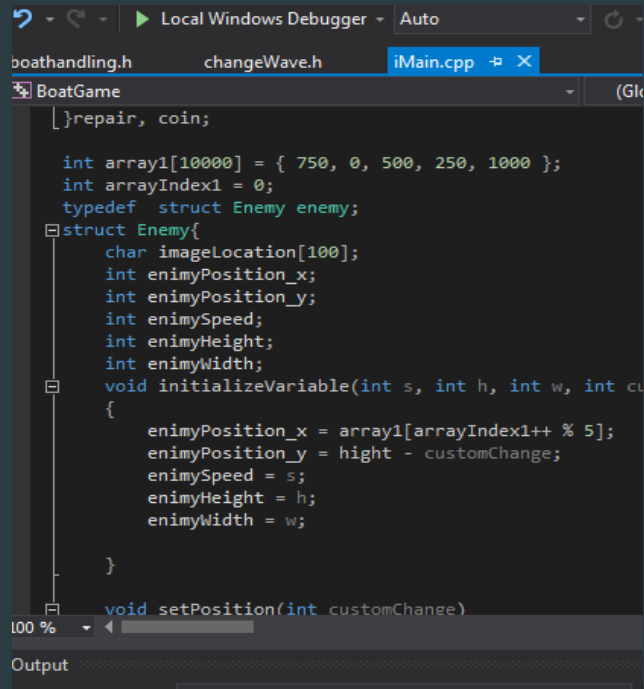


```
boathandling.h  changeWave.h  iMain.cpp X
BoatGame
//highscores
else if (gameState == 3)
{
    iClear();
    iShowBMP(0, 0, hs);
    FILE* fp = fopen("scoreboard.txt", "r");

    iText(600, hight - 100, "Coins", GLUT_BITMAP_
    iSetColor(223, 220, 45);
    for (i = 1; i <= 3; i++)
    {
        fscanf(fp, "%s %s", &num, &score);
        iText(570, 620 - (i * 30), num, GLUT_BITM
        iText(600, 620 - (i * 30), score, GLUT_BI
    }
    fclose(fp);

    iShowBMP2(1120, 20, button2[3], 0);

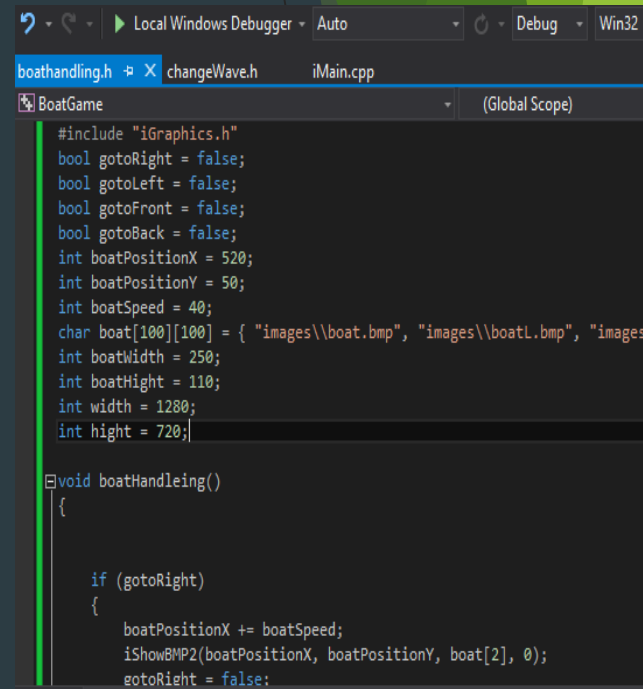
}
//instructions
else if (gameState == 4)
```



```
boathandling.h  changeWave.h  iMain.cpp X
BoatGame
[]repair, coin;

int array1[10000] = { 750, 0, 500, 250, 1000 };
int arrayIndex1 = 0;
typedef struct Enemy enemy;
struct Enemy{
    char imageLocation[100];
    int enemyPosition_x;
    int enemyPosition_y;
    int enemySpeed;
    int enemyHeight;
    int enemyWidth;
    void initializeVariable(int s, int h, int w, int cu
    {
        enemyPosition_x = array1[arrayIndex1++ % 5];
        enemyPosition_y = hight - customChange;
        enemySpeed = s;
        enemyHeight = h;
        enemyWidth = w;
    }
}

void setPosition(int customChange)
```



```
boathandling.h X changeWave.h  iMain.cpp
BoatGame (Global Scope)
#include "iGraphics.h"
bool gotoRight = false;
bool gotoLeft = false;
bool gotoFront = false;
bool gotoBack = false;
int boatPositionX = 520;
int boatPositionY = 50;
int boatSpeed = 40;
char boat[100][100] = { "images\\boat.bmp", "images\\boatL.bmp", "images
int boatWidth = 250;
int boatHeight = 110;
int width = 1280;
int hight = 720;

void boatHandleing()
{
    if (gotoRight)
    {
        boatPositionX += boatSpeed;
        iShowBMP2(boatPositionX, boatPositionY, boat[2], 0);
        gotoRight = false;
```


Contribution & Credits

Nafi Ahmed (18.02.04.017): Menu, reading high score from files, background music header file for button effects, buttons, header files, bug fixes, pause and resume button, startup and ending.

Swapneel Biswas (18.02.04.026): Boat movement, background rendering of game window, write score on file and header file for wave change, fuel loading screen, menu optimization, resizing objects, in game music, all types of background rendering.

Fahim Rahman (18.02.04.028): Collision of objects, objects rendering, object zooming in, scores, health using structure and game over screen showing final score, collision impact, bug fixes, made object appearing more realistic.



Game Over

Well Played!

Thank you