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Project Title and Description: ChromeGame: This game is a modified version of the chrome offline game with Windows, Android, and Apple characters. Playing the game is simple, just tap the space bar to jump and ‘s’ (as part of WASD based controls) to crouch. Throughout the project, we found ourselves using almost all of the concepts that were learned in class. For example, we used inheritance, composition, polymorphism, STL datatypes, virtual functions, upcasting, and OpenGl.



We created a flying Android in our game to replace the Tridactyl in the original Chrome game. We found that since Android had slightly different functions, due to how it is a flying object and cycles through textures, we saw it necessary to make a new class file that inherits the EnemyChar functions and override draw and contains functions to fit the flying android cases using polymorphism. We also used virtual functions for contains and draw, so when we store all the enemies as in a EnemyChar vector, the draw and contains functions in the AndroidChar can be called.



Next, we used the STL function vector to store all the enemy objects that spawn in the game. Although it may have been fine to just use an array in this case, we decided to use vector to demonstrate our knowledge behind STL libraries. The reason we decided to use the vector over deque and list, is that vector has fast random access, and slow insertion, since we were mosty accessing the elements rather than adding.

Time Plan and Division of Labor: Originally, we split up the tasks accordingly to what we put down in the proposal, but what we later found is that we worked better together when we were working together over Skype and merging our changes to our git repository. In the end our division of labor was defiantly split fairly.

Time Plan and Division of Labor: One thing that we learned more about with this project was how to use git repositories further. We both had prior knowledge with how to work git servers, but we fund that when we were working on a project simultaneously, we had to know how to manage conflicts in the git. We learned a couple tactics on how to avoid conflicts, such as using a gitignore file to avoid pushing Visual Studio debug files.