

1. Centipede Game (C++)

Description:

A C++ implementation of the classic Atari Centipede arcade game using SFML for graphics and audio. The game features player movement, collision detection, scoring, and sound effects. This project was developed during my 1st semester.

Key Features:

- SFML-based graphics rendering
- Player movement with keyboard controls
- Mushroom and destructible block entities
- Collision detection system
- Sound effects for game actions
- Score tracking and display

Technical Highlights:

- Object-oriented design with Entity base class
- Polymorphism through virtual functions
- SFML for cross-platform multimedia handling
- Modular game components

Dependencies:

- SFML (Graphics, Audio, Window modules)
- C++11 or later