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"RockTheStick" Project Report

My group, Angel, Harold and Colton created "RockTheStick". A turn-based fighting game with three buttons that represent attacks; punch, kick, and special. These attacks would have different damage with a random chance generator which determined if the attack was blocked or not. We've utilized Qt C++ to display the game properly on screen, and used a C++ backend for computation for the game. We used polymorphism in our player and character files in order to get the characters working and get their health working.  It was an enjoyable time to use our CSE knowledge that has been gathered over the years to create a simple 2 kilobyte game.

The features of the project are pretty simple and straightforward. We are first presented with the main menu whose only purpose is to send us to the game. Once you press into it, the game loads up with the two characters, you and the enemy. You have the attack buttons on the bottom which are punch, kick, and special. This is how we attack the enemy player and with whatever attack you decide on doing (except punch) there is a chance of being blocked by the enemy. The enemy then attacks after you make your move which also has a chance of being blocked. This continues until one of the characters dies which then shows up the victory or game over screen. We also have music playing in the background for entertainment purposes.

The group distribution goes as follows. Angel was the lead coder and coordinator, focusing mostly on the main.cpp and ensuring the Qt standard library worked. Leading as the

one responsible for making major coding decisions and leading the group in the right direction. Colton was also a major asset in coding and bug fixing. He developed a framework for the header functions, and debugged whenever we started to run into issues. Harold was in charge of visual and character design and also code development, designing the characters and scenes and also contributed to more of the early code. All of the team members had their share in the coding and contributed their ideas which led to the final project.