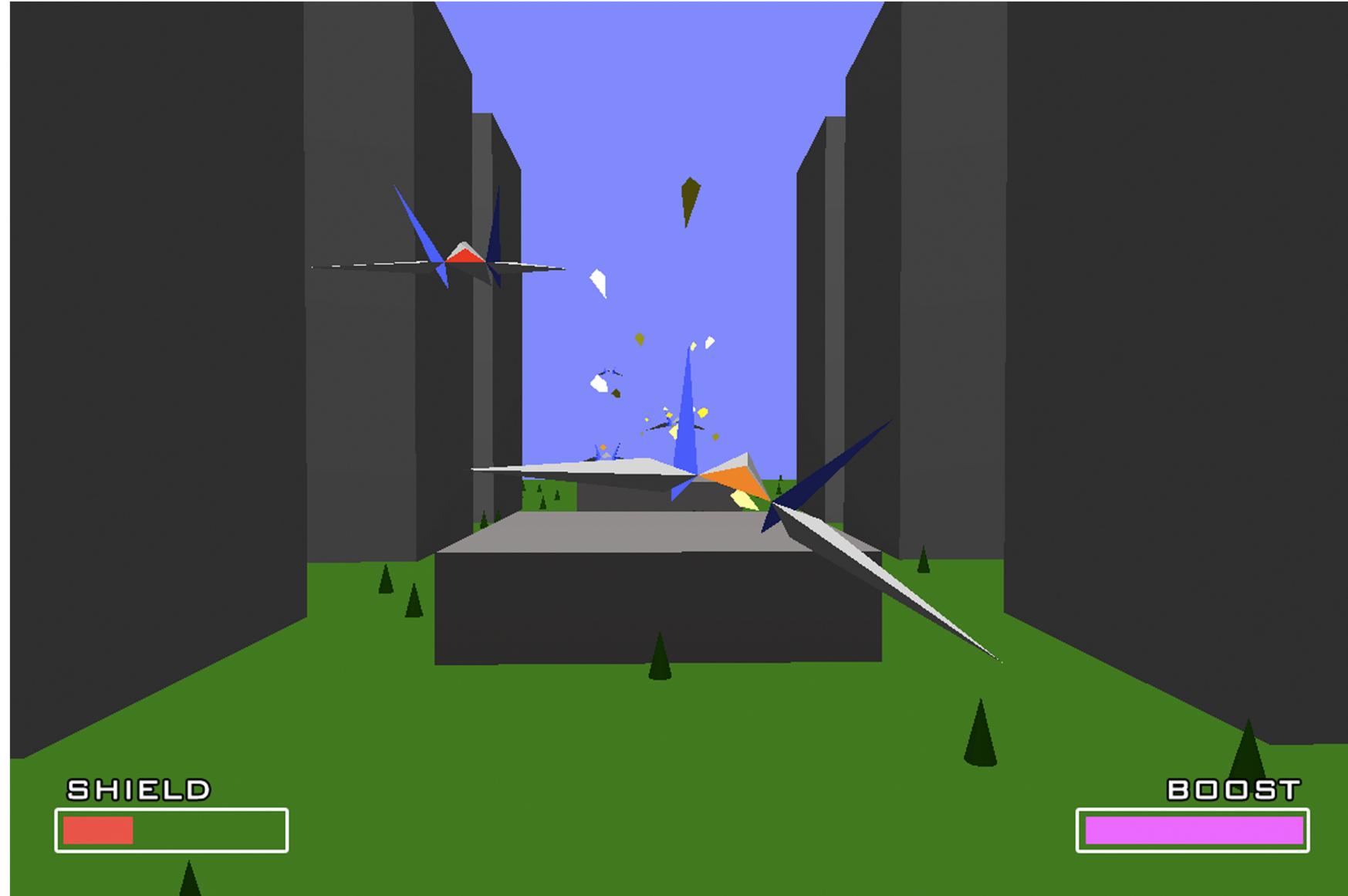


# STAR FAUX

BY TYLER RABORN AND CHARLES KOCH

CS1566, UNIVERSITY OF PITTSBURGH, FALL 2013

Star Faux is our homage to the 1993 Nintendo game *Starfox*.

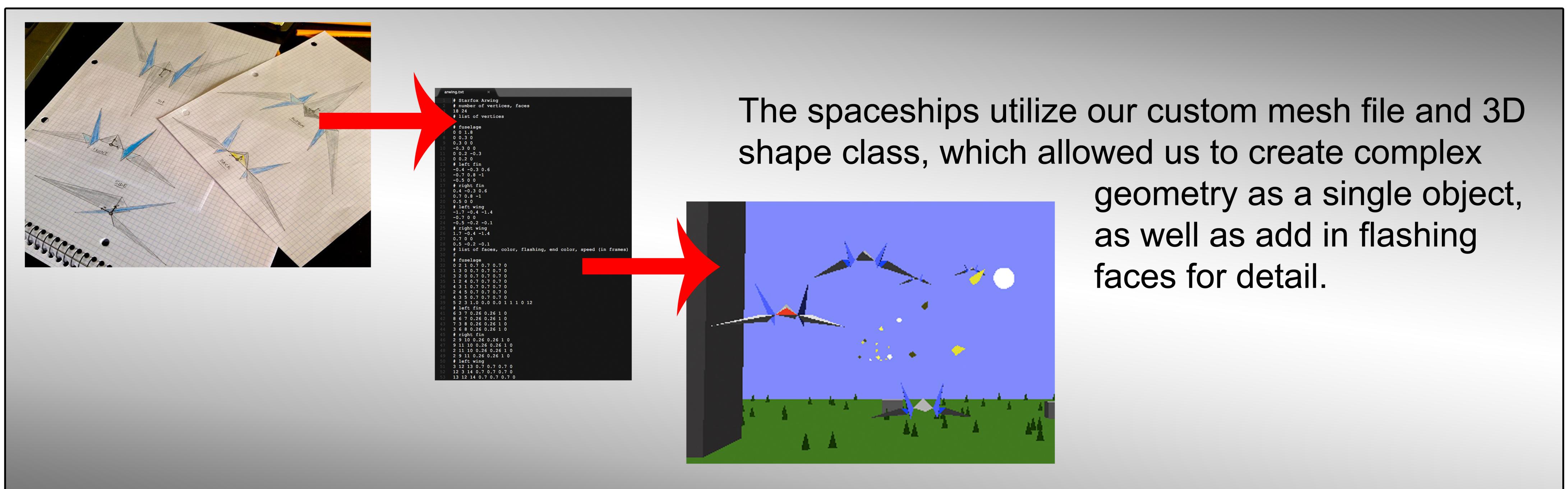


# Star Faux



# Starfox

The entire game engine was coded in under two weeks. Over 10,000 lines of C++ in 20 modules using OpenGL, GLUT, and SOIL frameworks come together to bring the game to life.



All game objects are dynamically allocated in linked data structures. The environment is generated on the fly via structs filled with objects producing a random landscape and enemy spawn points every playthrough. This design allows the game to spawn and delete objects as needed and makes level creation a simple matter of adding or removing objects from the code.

All of the 2D graphics are .png files created in Adobe Photoshop and imported using the SOIL framework. Our specialized GUI class allowed us to easily move elements around and reposition them based on the resolution and aspect ratio as well as change the colors for flashing menu selection effects.

