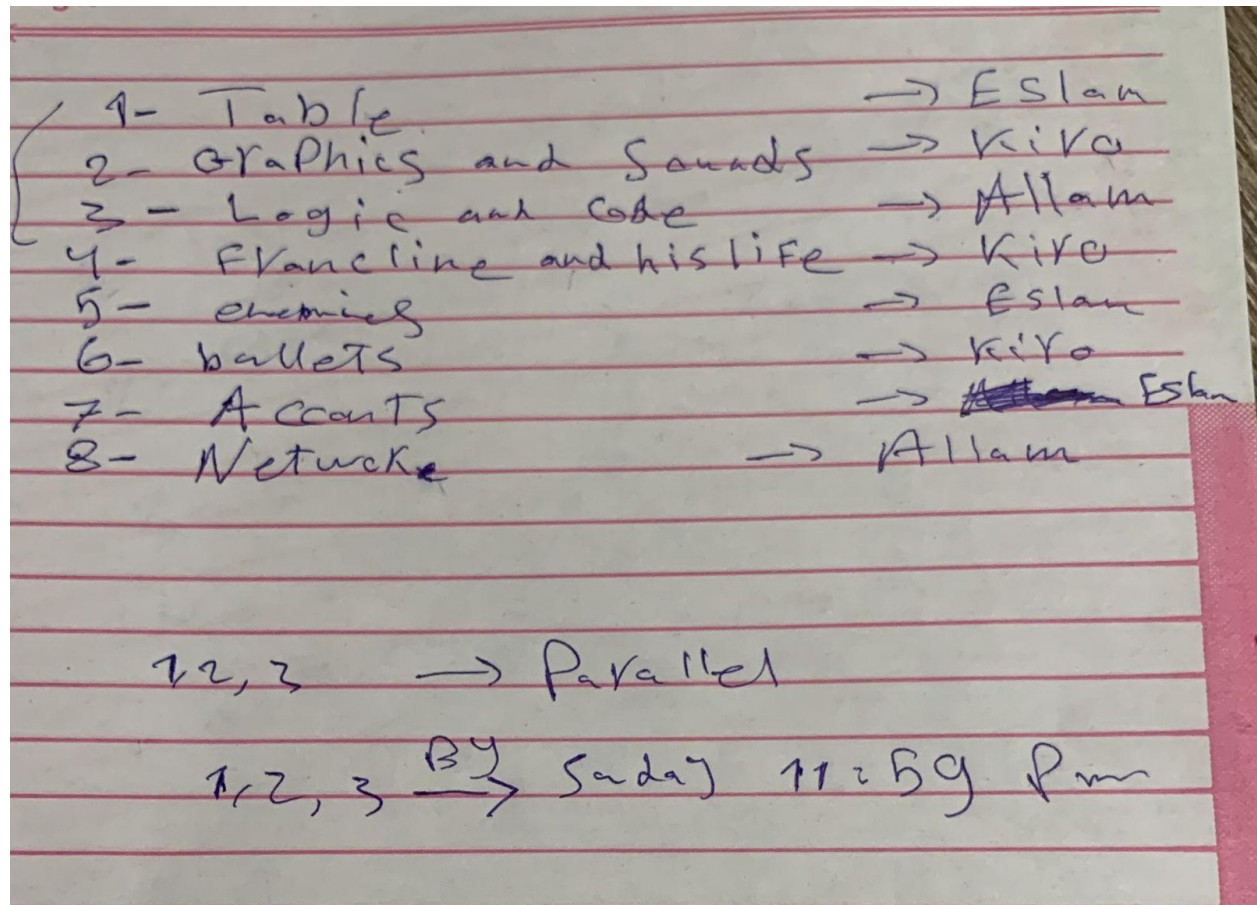


Project Report

For more details, please refer to the commits history in github, which shows date, author of each task done

On November 10th, we first met to explore this project, and that day was full of passion and excitement and innovation. We wanted to be very organized to finish on time, so we divided up the work of milestone 1 into 2 phases; The sooner phase contained making the maze, getting the graphics and sounds and putting them together in the code. While the second phase contained the remaining requirements of milestone 1. However, that day we spend a lot of time talking about the game and how can we put our creative signature on it, so we decided to go beyond the requirements and add fancy features such as: an online mode that enables players to play together online, adding another map, log-in & sign-up window, A store for users to buy new weapons and appearances, and many other ideas. Then we divided the tasks between us as shown below.

/* our very first plan */



On November 15th, We finished the assigned work on time and we started in phase 2 in which the real work began. At this point, the game didn't have a nice appearance. It only contained the maze that Franklin can walk in and 1 enemy and obstacles that Franklin can't walk on. We started then to divide the remaining work into small tasks, and each one of us would take one or more.

Tawfik was responsible for the game's top part that contains hearts and modes that will change according to franklin's status and health, Allam was responsible for managing the main code, logic and the collision between franklin and enemy or items. Kirollos suggested a great idea, which is the drunk mode; when franklin hits the whisky bottle, the control keys switch its functionality, so up became down and so on. He adjusted and updated the images of the maze as well.

After we finished these tasks, we finally had a basic game that worked fine. So, we started to add some additional work. Kirollos added the login page + our images. Allam solved all the bugs that faced the program by then and won the game window. Tawfik made the gameover window added some animation to the game: decreasing bar and opening gates.

Problems we faced and overcame:

- * Qtmultimedia that plays the sound in the game cannot be downloaded on tawfik's pc, we tried everything but it will not play, so we had to get rid of the audio temporarily so that we can work together.

- * The game was lagging because we used a lot of images and each time the player changed his direction we had to reload the images again, so Allam solved

this problem by making the images downloaded only once in the beginning of the game.

* In the game-over window there was a problem in the Retry button. When this button is pressed the maze should restart, but there was a bug that took us a lot of time, but finally Allam solved it.