COLOR SWITCH

CSE201 : Advance Programming Final Project

2019423(Harsh Kumar Agarwal) - 2019431(Lakshay Dabas)

Design

Iterator design
Factory design
Use of Threading

Implementation and Features

Main Menu:This will give option to start, load or exit option.
Load Screen:This shows saved games, you can choose any one to start from.
Game Screen:At this screen we play our game, we created 6 different obstacles(comes at random), we have to collect stars and in between colour pallet will change the ball colour to some random colour.You can pause in between by pressing 'p' key.
Pause Menu: You can resume or save current game
End Game: This screen shows the final score and lets user to restart game with earned stars, also user can go to main menu, or start new game.
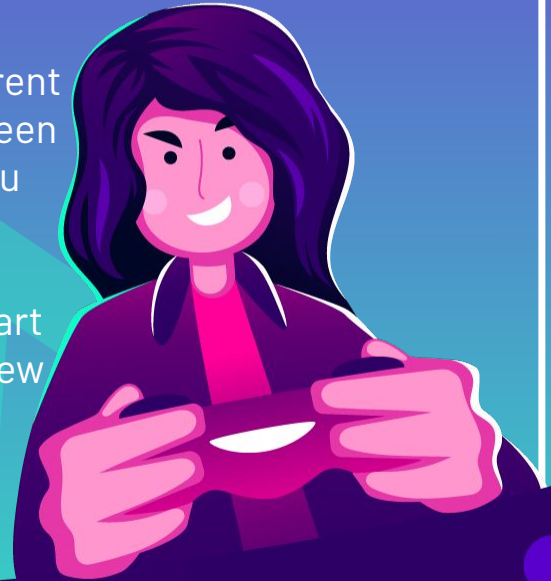
Check Out Gameplay video:gameplay

Individual efforts

Lakshay(2019431):
Saving and loading of game, Addition of background music, UML, Use Case diagram,Creation of Random Obstacles upon star collection.

Harsh(2019423):
Creation of obstacles, Ball movement, Basic movement of game in general, Presentation.

The Project is the result of complete corporation, almost all the components required efforts by both members.
We both were on google meet whenever we were working on this project.

Bonus Component

1. Background Music
2. Sound Effects
3. Smooth game play
4. Animated Menu
5. Difficulty increases with score

Thank You!!