

# Readme- Player1.cpp

## OBJECTIVES:

*Creates both players and manages their movement,gameplay etc.*

## QT FEATURES USED:

*QMediaPlayer – used for playing sound for background and scene items.*

*QGraphicsPixmapItem – for displaying player cursors.*

## VARIABLES AND MEMBER FUNCTIONS:

*keyPressEvent() - tracks the keys pressed by the players.*

*deny() - plays warning music when placing tower in water.*

*cur,cur1 – cursor items for both players.*

*select1,select2 – keeps track of whether towers are selected by players.*