Readme- Tutorial.cpp

OBJECTIVES:
To teach the player the various aspects of the game
To store the pointers to the cursors and pass them to the player
To create and display the opening animation

QT FEATURES USED:
QGraphicsEllipseItem – Used to create the cursors
QGraphicsTextItem – For the various text objects created in the tutorial
QFont – To create a font that could be used for the TextItems
QTimer – To run the animation

VARIABLES AND MEMBER FUNCTIONS:
select1, select2 – Cursor can be in two states – Placing a tower, Free .
This variable stores the state
* cur,*cur1 - To point to the two cursors
*text1 - Stores the currently animated text
* text - Stores the other texts
stage – The tutorial is set in seven stages . Stores the stage number
nothing() - Public Slot modified to be an animator
keyPressEvent() - Reimplemented Qt Function that gives an outcome
based on stage number and Key Pressed