

Readme-Game.cpp

OBJECTIVES:

To create the scene and set the tutorial

To create the tower and ship buttons

To set the background music

QT FEATURES USED

QGraphicsScene – To create and display a viewable scene

QgraphicsRectItem – To create push buttons for QgraphicItem cursors

Open - To draw the RectItem

Qbrush – To fill the RectItem

QmediaPlayer – To add music

VARIABLES AND MEMBER FUNCTIONS:

gameon - stores false when the game is over , true if not

scene- stores the scene

brush1,brush2,brush3,brush4- Store various brushes

ei, ei2- Create elliptical objects that would be cursors

**tut – points to the tutorial*

bgmusic – For including Background Music