

O Céu Tá Caindo

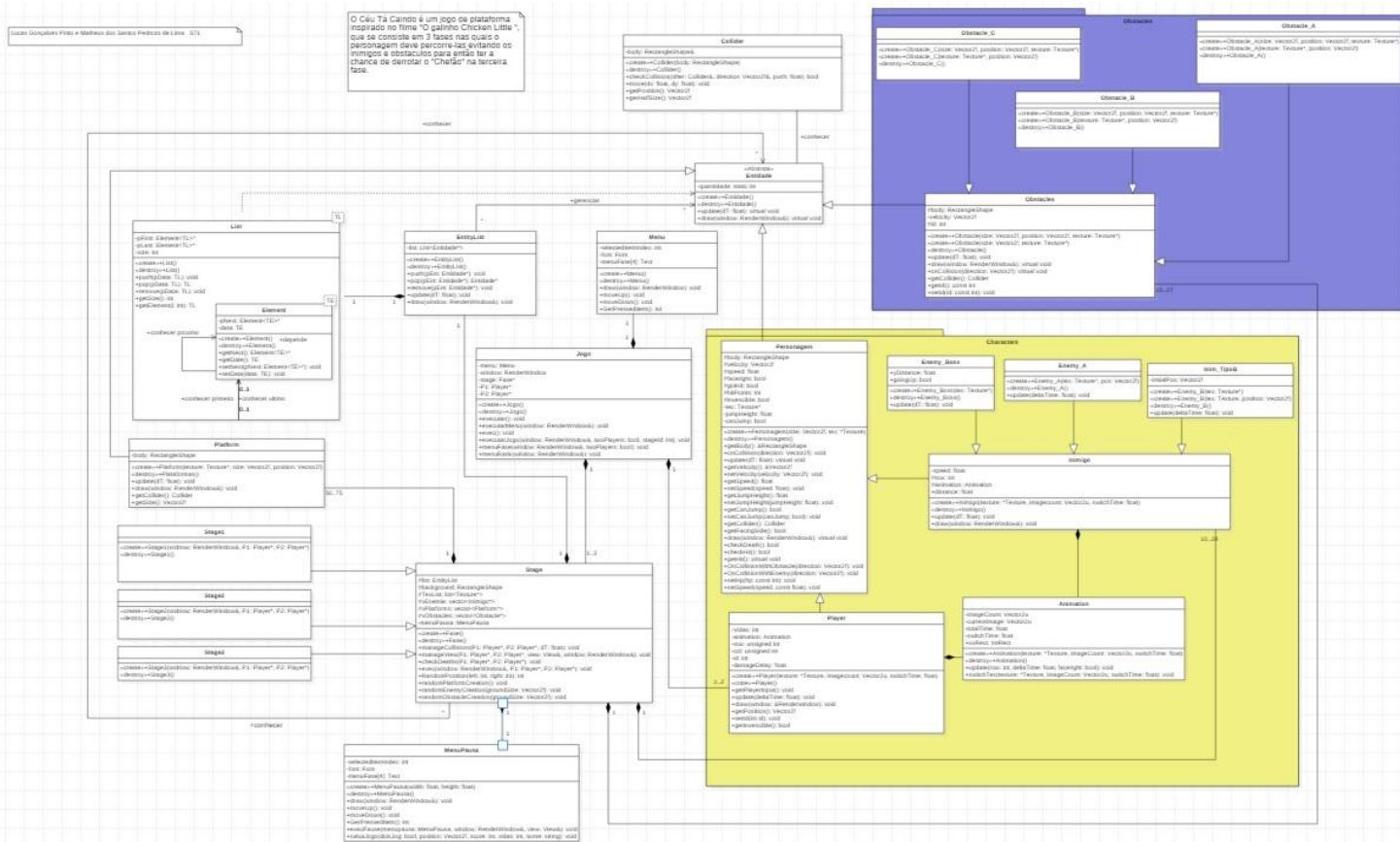
Lucas Gonçalves e Matheus dos Santos

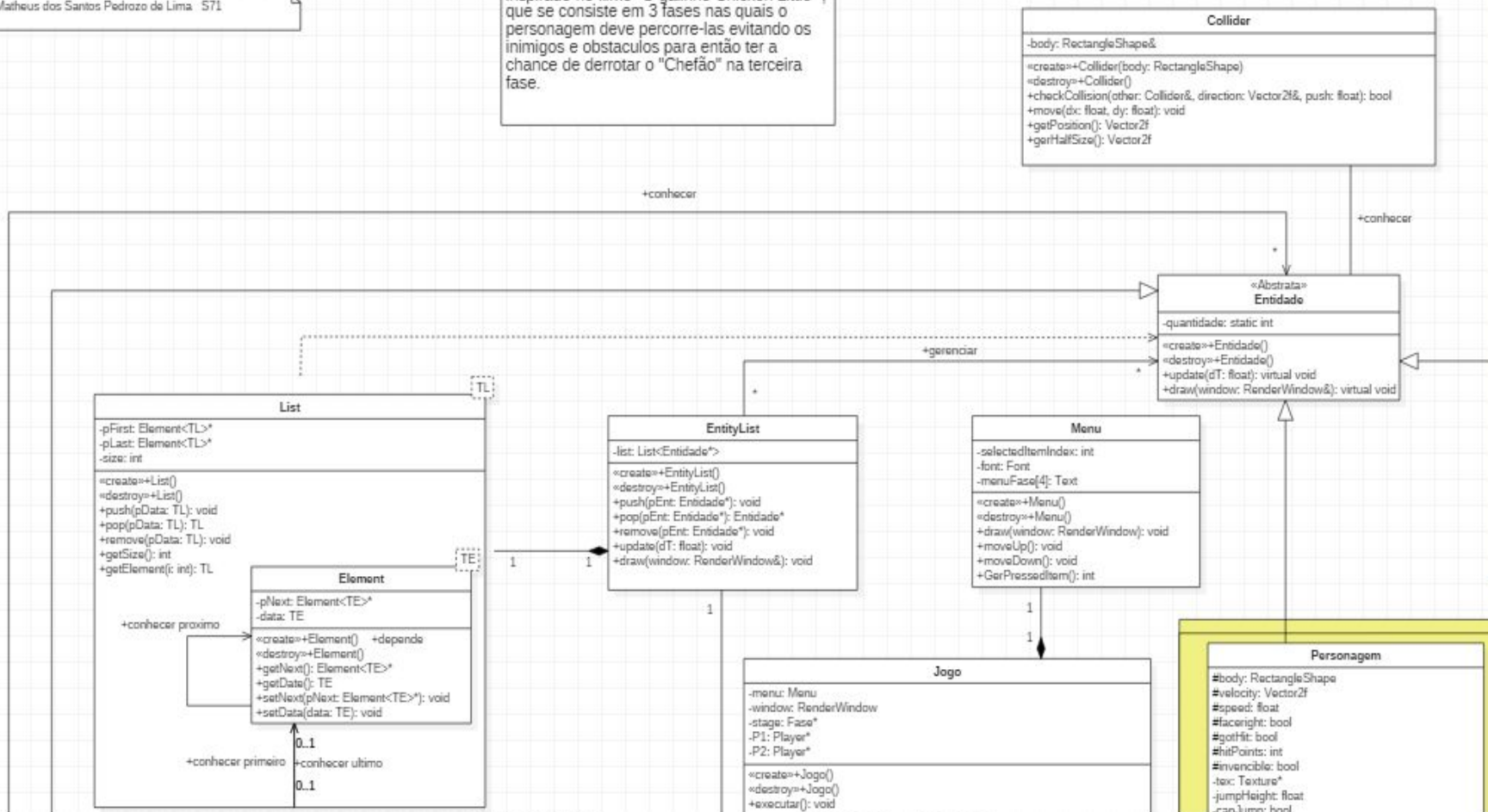
O Jogo

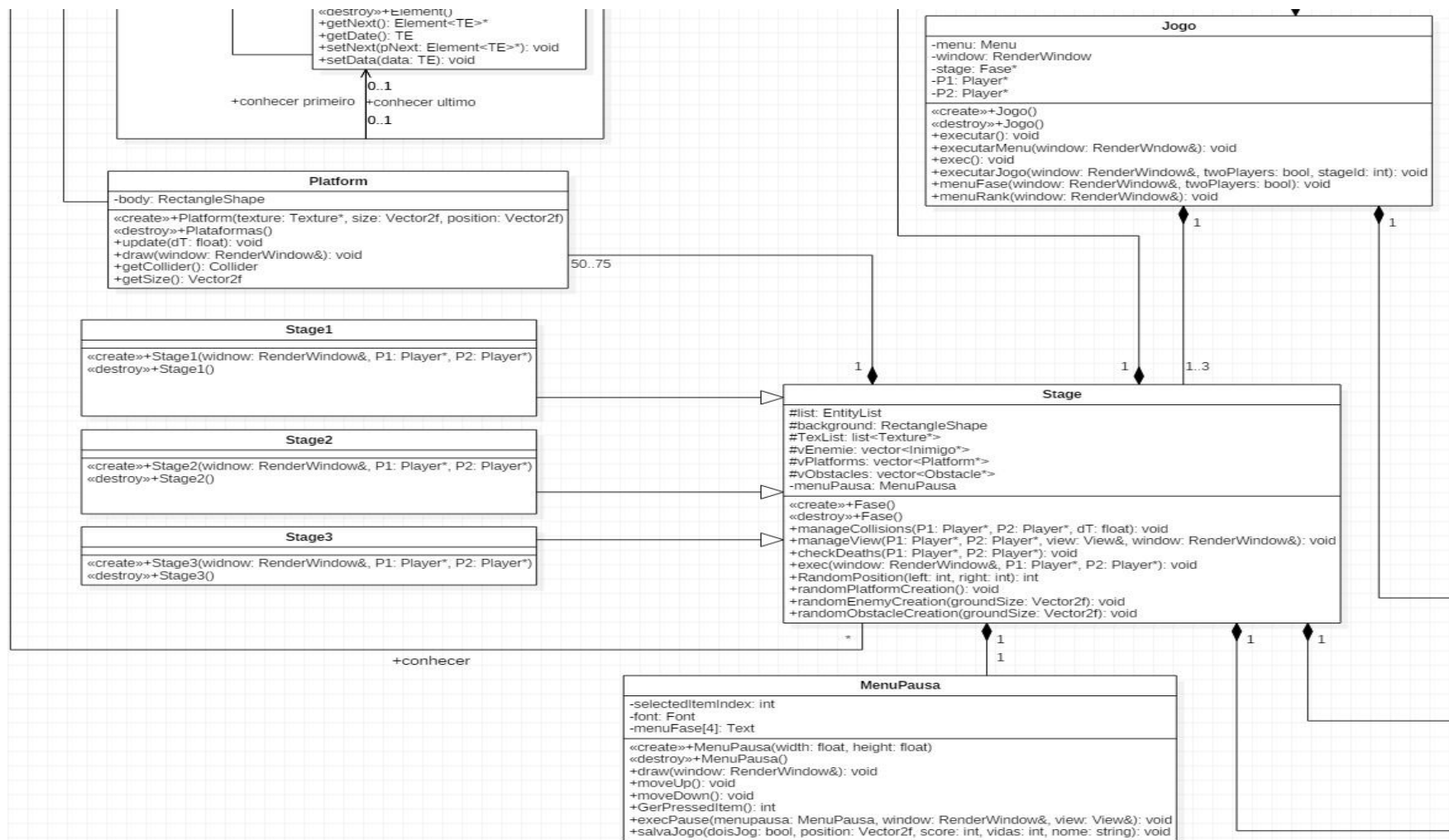
O projeto consiste em um jogo de plataforma, realizado em C++ utilizando a biblioteca gráfica SFML, e utilizando conceitos de programação orientada a objeto.

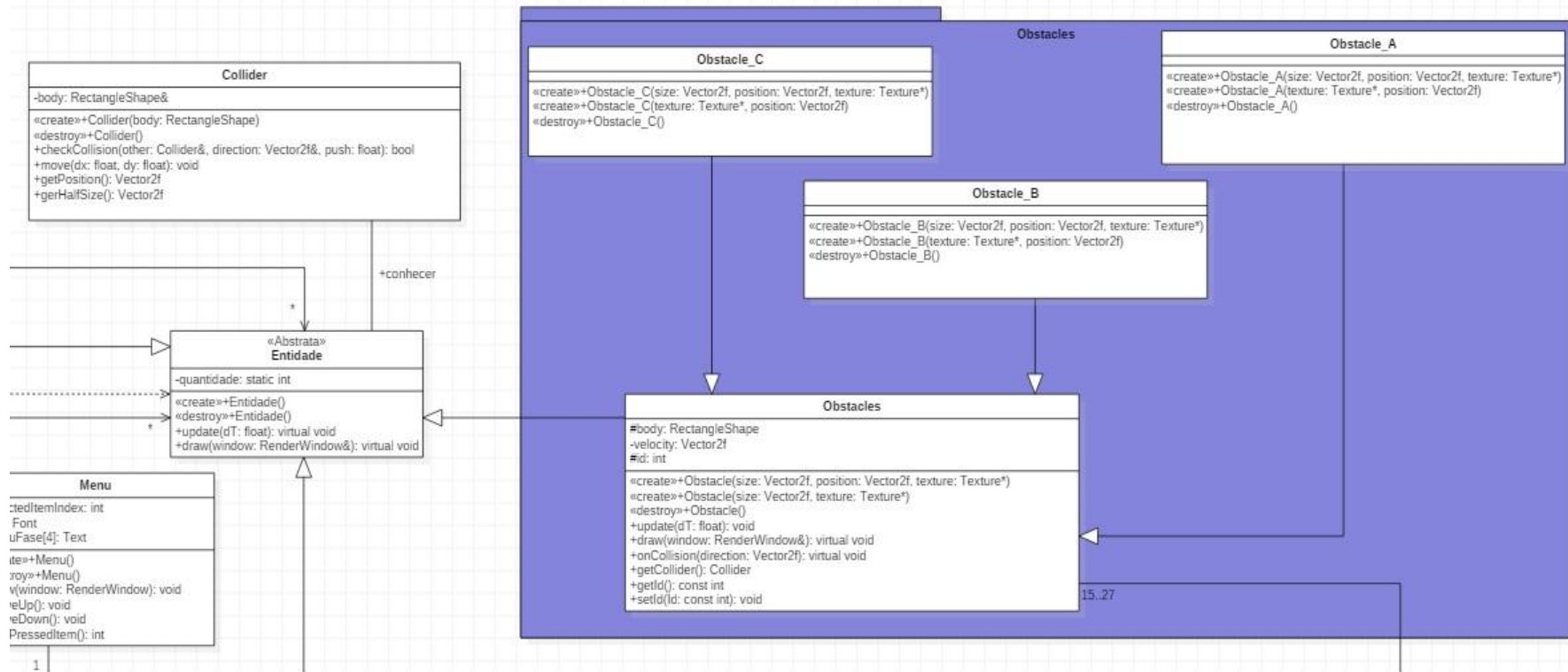
O jogo, “O Céu Tá Caindo” tem como personagem principal o “Galinho Chicken Little”, que se aventura em 3 fases, se esquivando dos inimigos e assim progredindo pelos cenários.

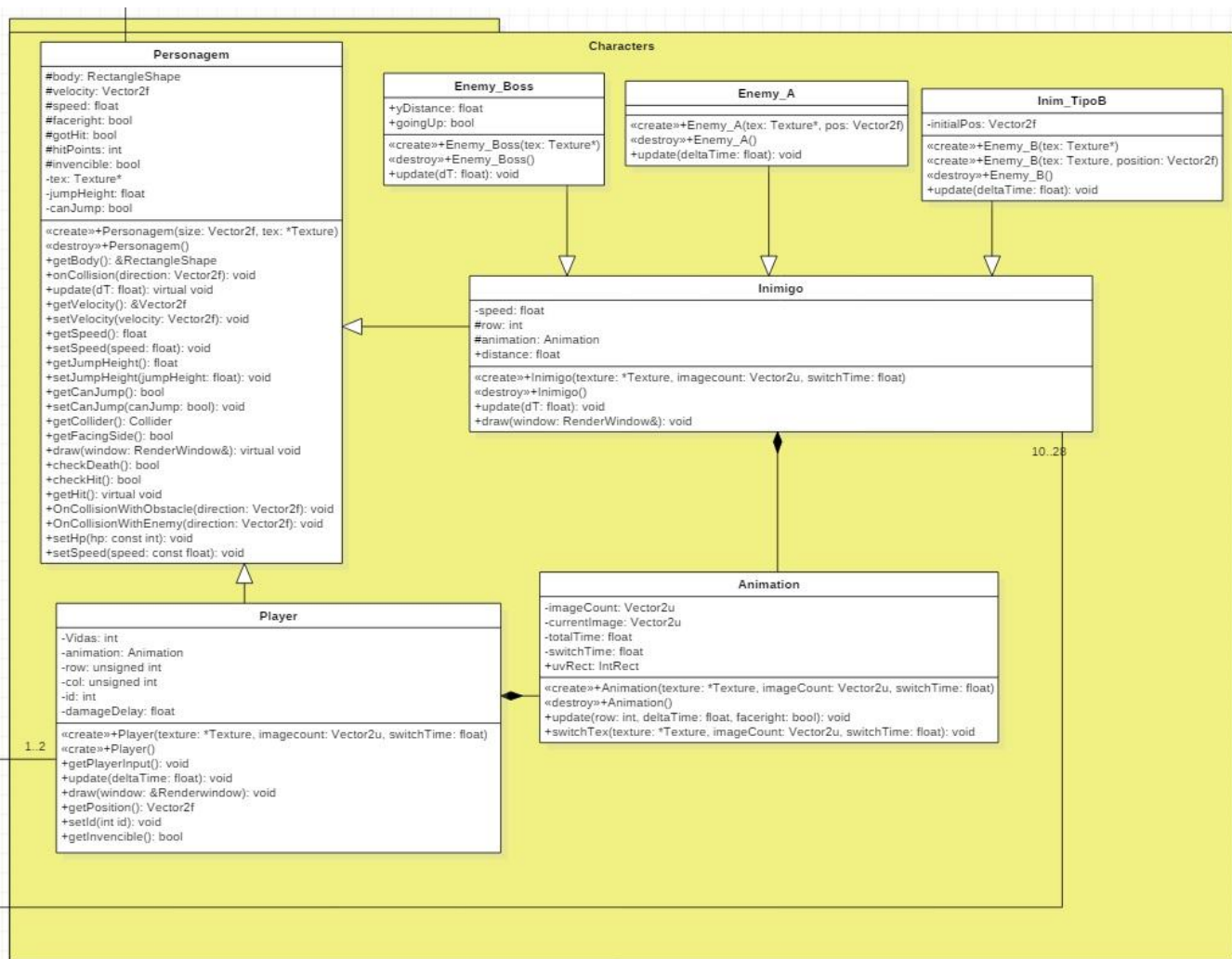
UML





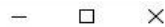






Jogo

Ojogo



PLAY

CO-OP

TRAINING

EXIT



Page 1

Page 2

Page 3

Back









RESUME

BACK TO MENU

SAVE GAME

EXIT

