

ZEAL

In this project, we are developing a game named “ZEAL”. Our main character’s name is Marco Derick. His father was a famous explorer who has explored the world’s hidden mysteries & treasures. Many years ago, his father went to find a special treasure, but didn’t return. He left a note and map for his son. In the note, he told his son to complete his mission if he fails.

In this game Derick will start his journey according to his father’s map. He has to collect all the treasures. But he will have to face many obstacles on his way. To represent his resolve about completing his father’s unfinished mission, we gave the game title “ZEAL”.

We are planning to develop this game using “SFML Graphics Library”. This game will be compatible with all configuration’s PC. We will use “Object Oriented Programming” in C++ and pointers for extreme performance.

Features:

1. Exceptional animation and graphics in gameplay
2. Puzzles
3. Programming Challenge

Team Name: Unsolved RU

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