

Computer Programming

Laboratory Project

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Project deadline: 16.01.2020

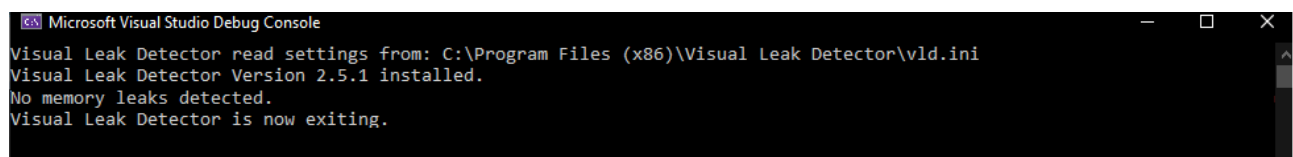
Game description:

Theme of the project is the turn based strategy game. The player controls two characters with different specifications. Enemy units are controlled by a computer. The player's task is to defend his buildings. The game can be ended by winning if the player defeats all opponents or losing if the computer destroys the player's base. Main.cpp file contains example game level. Game was written using SFML.

Code description:

Project contains 6 classes, each class is divided into separate source and header file. Methods have public access, attributes have private or protected access. Objects are constructed using constructors and deleted after finishing the game. 3 figure classes inherit from the Figure class. Polymorphism was used for the virtual class Figure. Overloaded operators were used for Building and enemyGround classes.

No memory leaks were detected by Visual Leak Detector.

A screenshot of the Microsoft Visual Studio Debug Console window. The window has a title bar with the text "Microsoft Visual Studio Debug Console" and standard minimize, maximize, and close buttons. The console output is as follows:

```
Visual Leak Detector read settings from: C:\Program Files (x86)\Visual Leak Detector\vld.ini  
Visual Leak Detector Version 2.5.1 installed.  
No memory leaks detected.  
Visual Leak Detector is now exiting.
```

Class diagram:

