

Fish Life

The game Fish Life involves the player moving the green fish around the screen trying to eat worms. While doing so they must avoid the bigger fish which will try to eat them. If the player touches the bigger fish the game ends and they have been eaten. As the player eats more worms more enemy fish are introduced to the game making it more difficult to stay alive and increase the player's score. The player can avoid the enemy fish by staying out of their line of site. If the player enters the enemy fish's line of site they will charge after the player making them difficult to avoid. The game ends when the player is eaten by an enemy fish or the player exits out of the game.

Fish Life utilizes the C/C++ SDL2 development libraries in order to handle events and graphics. The game can be started by building and running it in the code::blocks IDE on a linux machine with the SDL2 and SDL_Image libraries set up properly.