My selection was Helicopter Game with the graphic library SDL. So far I have created game window which was created as a class and it has its own attributes and methods. I have Sprite class as well is being used as a base class for Helicopter class and Obstacles class. For now almost everything is being derived from the base class, and also I am trying to make my attributes private as much as possible there can be some cases where the data members are public but they will also be replaced by getters and setter if necessary. Recently I was able to animate an image, there is helicopter object which is changing its state constantly, and also it can be moved by using the basic up and down or right and left keys which can be found on the right bottom side of the keyboard. The program can be closed by pressing “Q” or “esc” buttons. So about what I have done that is it, I have almost finished working on the game basics and the helicopter part.

1)The things that I am planning to do is using file management by storing the username or the score of the user.

2)I have to add obstacles to the window as well, and I have to find a way how to move them constantly one by one without stopping till the helicopter crashes.

3)i hope I can add levels to the game as well. I am thinking about increasing the obstacles moving speed whenever the level is increased.