Robert Boyd
CS 240
Final Project Readme

For my final project I made a clone of the classic Space Invaders game. I wrote the game in CPP and utilized the QT graphics library for my GUI and animations.

- Features
  - Multiple Inheritance in custom classes
  - Polymorphism
  - Multiple threading
  - Use of data structures
  - Object Collision detection

You may download QT at http://qt.nokia.com/downloads. Once you have it installed you may compile with the following terminal commands

    qmake -project
    qmake
    make

This will create the necessary runtime files along with an executable named aftere the parent directory.

- Submission consists of
  - sprite.h
    - all moving objects are sprites
    - sprite is a polymorphic multiple inherited class
  - sprite.cpp

  - gameboard.h
    - inherits QGraphicsScene
    - Enables movement and actions of the ship sprite and provides a scene to draw sprites on
  - gameboard.cpp

  - main.cpp