

REPORT WRITTING

Game project

SPACE OF VENGEANCE AND TREACHERY



Ahsanullah University of Science and Technology



TODAY'S AGENDA

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Write the agenda in bullet points

01
objective

02
introduction

03
implementation process

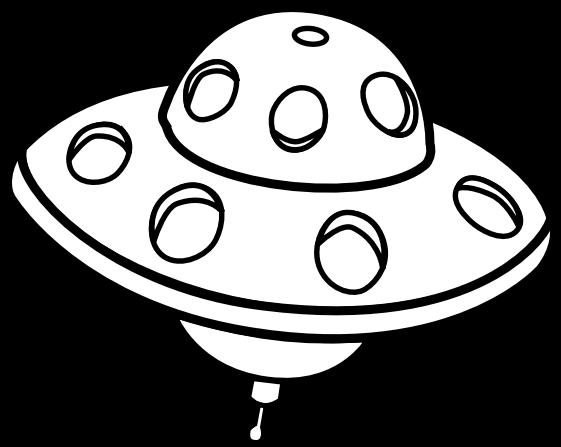
04
problem faced

05
Overcome

06
future work

07
Conclusion

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OBJECTIVES

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This report describes the process involved in making a 2-D computer game with C++, igraphics, Visual Studio 2013





— SPACE OF VENGEANCE AND TREACHERY

Brief introduction

Using igraphics functions we created a 2-D game where the objective for the user is to escape from the attack of rivalries and to finish the tank of them. This report discusses the game overview, including the description and game play, and then focuses on the game design, describing how the game is implemented and the programming functions and libraries used in the design.

IMPLEMENTATION PROCESS

- Once the game has started, the home screen will appear. When we press the "ENTER" button, the main menu will appear. There will be five separate mouse-accessible buttons on the main menu. The primary game will begin after we click "PLAY" and the game will then ask for our player name. There will be three rounds, and each round requires the player to fire alien spacecraft. The player will shoot down the opposition while trying to withstand an alien ship attack. The "UP" and "DOWN" arrow keys are used to steer the player's spacecraft. By pressing the "SPACE" key, the player will fire. On the top portion of the screen, there will be two life bar statistics; one will display the player's health status and the other will display the alien's health status. The player advances to the next round if the alien health level reaches zero. After completing three rounds, the player is declared the winner. If the player's health reaches zero, the game will be over and the player need to restart the game. By pressing the "esc" key while playing, the user can pause the game at any time. A dialogue box with the buttons "YES" and "NO" will appear. He will be taken to the main menu if he selects "YES," and the game will continue if he selects "NO". The player can go to the main menu from any state of the game by pressing the "esc" button. If the player selects "OPTION" in the main menu, he will be taken to the sound setting. When he presses the "S" key, the sound is muted; when he presses it again, the sound is unmuted. Similar to that, if he selects "Control" from the main menu, he will be taken to a screen where he may view every game control setting. Another option on the main menu is called "HIGHSCORE," and it displays the top three scores for each user. Finally, if the player selects the "Exit" button, a dialogue box with the choices "YES" or "NO" will appear. If the player selects "NO," he will be taken to the main menu; if he selects "YES," the game will be exited



PROBLEMS & SOLUTION



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PROBLEM 1

BMP File format Issue

PROBLEM 2

Screen Size Issue

PROBLEM 3

Main Menu Re-Use problem



PROBLEMS & SOLUTION



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PROBLEM 4

Inability of using animation and videos

PROBLEM 5

Screen Size Issue

PROBLEM 6

Alien Spaceship Bullet Fire Issue

Problems Description

BMP File format

Issue:

Any random pictures in BMP can't be used in ISO BMP

Screen Size Issue

01. After taking screen size 1920 some images goes beyond screen area. So that, mouse's co-ordinates were not working perfectly.

Main Menu Re-Use problem

While going into main menu after exiting the game, it stops responding. This happen because after exiting all of the Boolean values were remain true

Inability of using animation and videos

: in iGraphics animation or videos can't be used.

Alien Spaceship Bullet Fire Issue

Bullets weren't coming from initial point because at first only x-co ordinates were coded. But bullets were using both x and y coordinates

Solution Description

BMP File format Issue:

Formatting the file type using format factory fixed the problem.

Screen Size Issue

Resized the screen size as per proper mouse coordinate

Main Menu Re-Use problem

Refreshing all of the Boolean values into initial state fixed the problem.

Inability of using animation and videos

Creating several corresponding images and then using them one by one creates a smooth animation/video.

Alien Spaceship Bullet Fire Issue

Using codes for both x coordinate and y coordinate fixes the problem.

FUTURE WORKS

We thought to add some LEVELS but couldn't make them possible for the lack of time. We would like to complete those features in near future.



FUTURE WORKS

ALIEN'S FIGHT LEVEL



FUTURE WORKS

DRAGON FIGHT LEVEL

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FUTURE WORKS

FIREBALL & WATER GUN FIGHT LEVEL



CONCLUSION

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Using igraphics and C++, we created a 2D game. We gained knowledge of how to use functions, files, and pointers correctly through this process. We conducted the project by a team and has helped us to improve our performance, efficiency and productivity.

