The penguin sprites:

<https://forums.rpgmakerweb.com/index.php?threads/whtdragons-animals-and-running-horses-now-with-more-dragons.53552/>

red penguin sprites are modified versions of the original.

SDL tutorials I used:

SDL playlist from "Let's Make Games":

<https://www.youtube.com/playlist?list=PLhfAbcv9cehhkG7ZQK0nfIGJC_C-wSLrx>

I started out with this tutorial to get a understanding of SDL, after a couple of episodes and a lot of modifications I felt comfortable enough with C++ and SDL to step away from the tutorial and create everything myself.

I also used a lot of online research for C++, the most helpful website was the website from LazyFoo:

<http://lazyfoo.net/SDL_tutorials/>

SDL\_TTF: <https://www.youtube.com/watch?v=FIjj6UVXtXk&t=951s>

I used this text SDL tutorial to get more understanding on how to use the SDL\_TTF library.

I used this sprite sheet from the original Pokémon mystery dungeon, downloaded on sprites-resource:

<https://www.spriters-resource.com/fullview/85201/>

The ttf file I used is a Mario256 font I found online:

<https://www.dafont.com/super-mario-256.font>

The main idea of my game was a remake of the famous Mario party game: Pushy Penguins in 2d.

<https://www.youtube.com/watch?v=-23577p1dWw&t=2s>

I learned a lot from this BUAS intake assignment. There is a lot I’d like to improve or expand, But I wasn’t able to do this in time.

-- Known bugs:

-Sometimes the player collides with two objects at the same time, and get’s sandwiched. As a result the player teleports out of both objects.

-- Known improvements to make:

-Add a restart without restarting the game itself.

-Score isn’t saved.

Library’s used:

SDL,

SDL\_TTF,

SDL\_image.