COLLECT GAME IN C

Dipika Joshi [THA081BCT09]

Shreya Maharjan [THA081BCT42]

Sristi Rani [THA081BCT44]

Department of Electronics and Computer Engineering

Thapathali Campus

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INTRODUCTION TO OUR PROJECT

- Collect game
- Objective
- Language used
- Core feature

GAME MECHANICS

- Core Action
- Movement
- Object Behavior
- Collision Detection
- Scoring
- Game Over

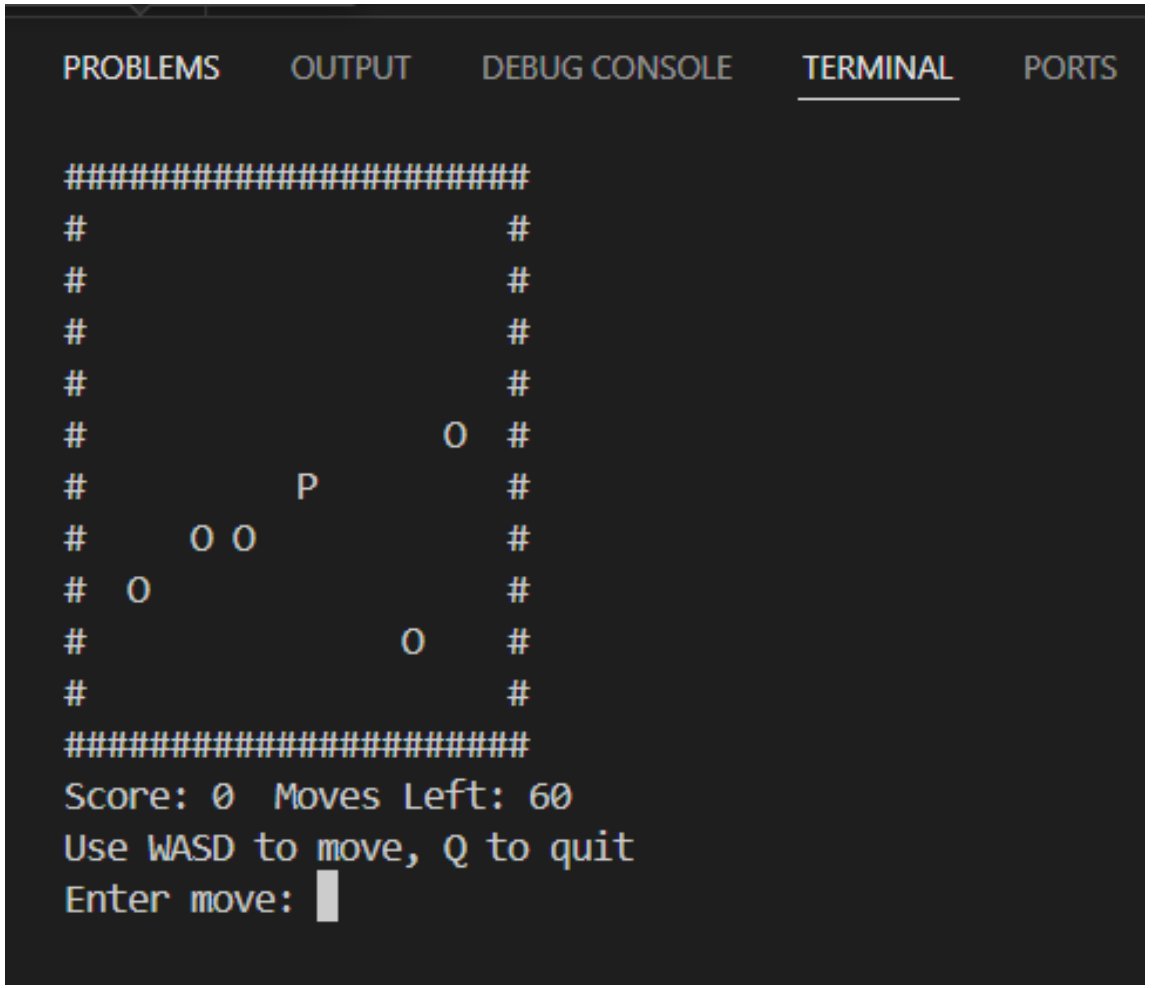
DEVELOPMENT PROCESS

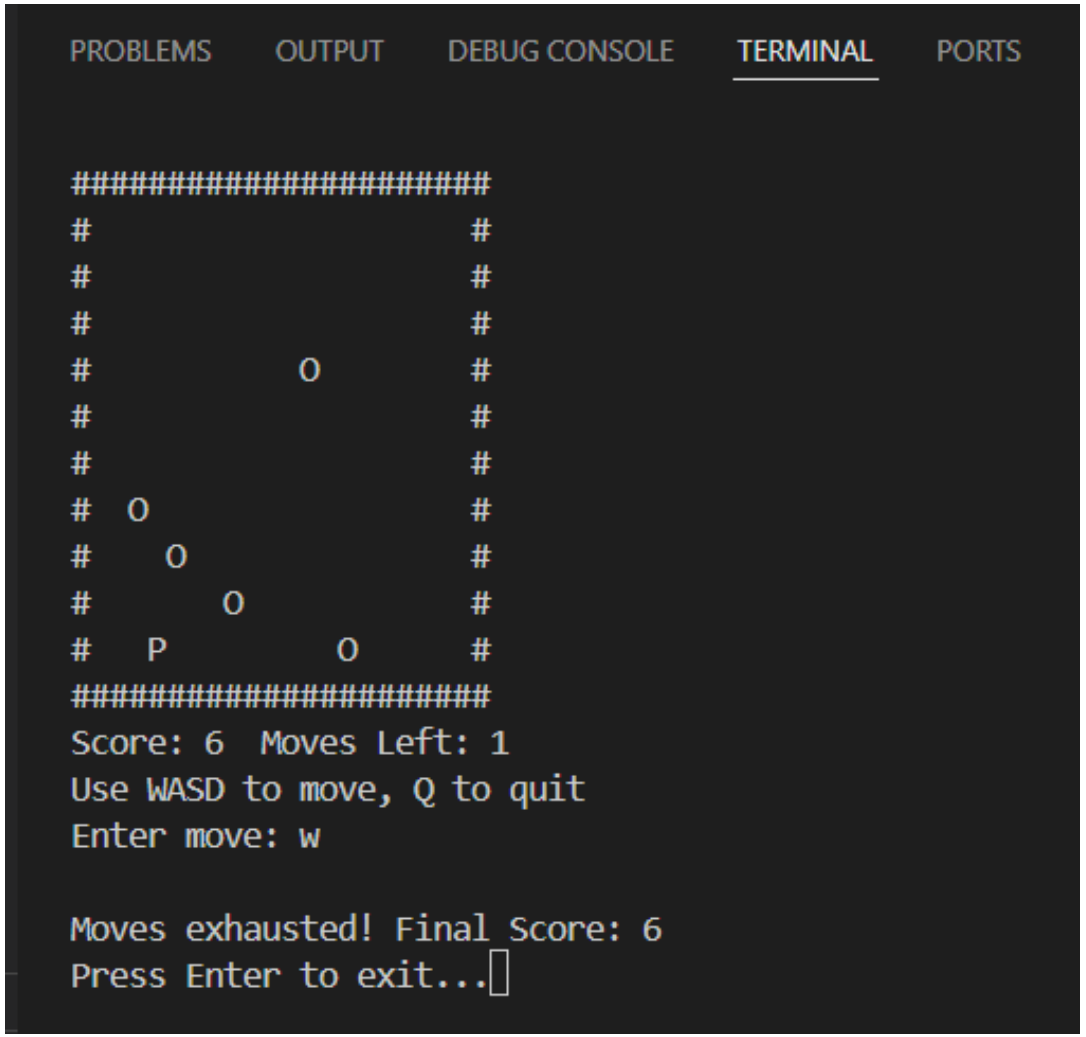
- Brainstorming
- Right tools and libraries
- Structuring the code
- Final testing

CODE BREAKDOWN

- Create game windows and renderer
- Handle user input
- Collision detection
- Game loop
- Cleanup

DEMO


PROBLEMS
OUTPUT
DEBUG CONSOLE
TERMINAL
PORTS
Score: 0 Moves Left: 60
Use WASD to move, Q to quit
Enter move:


PROBLEMS
OUTPUT
DEBUG CONSOLE
TERMINAL
PORTS
Score: 6 Moves Left: 1
Use WASD to move, Q to quit
Enter move: w
Moves exhausted! Final Score: 6
Press Enter to exit...

CONCLUSION

- Summary
- What we learned
  - Problem solving in game development
  - Project Impact
- Future scope and Recommendations

THANK YOU