

ABOUT THE GAME :

(WARNING : Please ensure you have a working audio device to run this game, else game may not launch).

PLATFORM :

- Language : C++11
- Library Used : SDL2
- Extensions Used : SDL_ttf & SDL_mixer
- Compiler : MinGW

Developed in Windows 10 using CodeBlocks IDE. The source file is present as a CodeBlocks Project in folder "SOURCE".

The Game runs on Windows, tested on Windows 10.

ARCHITECTURE:

1. Class Grid contains the game board and the associated functionalities like checking a valid move, finding horizontal/vertical matches, updating grid if a match occurs.
2. Class Game has all the Graphics and Media component to run the game. It sets up the graphics/media, draws the grid/text, plays sound.

The main.cpp file creates an object of Class Game and calls the function "game_main()" which contains the main game loop.

Class Game creates an object of Class Grid and exposes it in a graphical form to the user.

FEATURES :

1. 8*8 grid with Vertical/Horizontal Matches.
2. Cascaded Matches supported.
3. Text and Sound enabled.
4. Draw animation in case of a match.
5. Mouse input supported.
6. Implemented using two classes with no Global Variables or a single large source file. Class Game is built on top of Class Grid in a modular fashion. Each class resides in a separate file.
7. Built using modern C++ features such as vectors, maps etc.
8. Code is well documented.

9. Tried to follow good programming ethics and OOPs principles.

TIMELINE :

Got the Assignment on 9 April 4:30 pm.

Completed and set back on 12 April by 4:30 pm.

TO PLAY :

Simply click on GAME exe file.