DEXTER THE VILLAIN

UNITED INTERNATIONAL UNIVERSITY

CSI:422- Computer Graphics Laboratory

Section: B

Mahfuz Ara Proma - 011162089

Samiha Tasnim Era - 011161194

**OBJECTIVE:**

This is a simple OpenGL 2D game. It has been kept simple with just drawing, no pictures been added. It is inspired by the popular cartoon “Dexter’s Laboratory”. We represent the main character of the cartoon, which is Dexter in our game. Goal of the game is that Dexter must destroy the Mankind with his gun. Mankind can move randomly. Dexter move left, right, up and down to destroy those Mankind. The game will be over if any of the Mankind can escape from Dexter and go out from the screen.

**KEYBOARD CONTROL:**

UP - Move Dexter to Upward

DOWN - Move Dexter to Downward

LEFT - Move Dexter to left

RIGHT - Move Dexter to right

‘x’ – To shoot the Mankind

**SCORE:**

Score will increase by ‘1’ if each Mankind dies. And it will be shown on left top in Screen.

**COMPLEXITY:**

There will be unlimited number of Mankind in the game which will appear one after another in a 5 second interval and their position will be random inside the field. Each time Dexter destroys five Mankind the speed increases exponentially.

**GAME VIDEO LINK:**

<https://www.youtube.com/watch?v=dGXhhvYcsrc&feature=youtu.be&fbclid=IwAR1cjqHU-7NVh6hCTO83hfK-pUl_fIoa7jyZcUn0inJRf_HK21SWyKsIHXE>