Group 24 Project Report
Forest Runner

January 6, 2022

1 Team Details and Contribution

1. Satvik Verma (IMT2020046)

    (a) Images, audios
    (b) Game loop

2. Ganga Sagar (IMT2020134)

    (a) Main Menu
    (b) Pause Menu

3. Vaibhav (IMT2020505)

    (a) Loading Screen
    (b) Images

4. Ananth Pandey (IMT2020524)

    (a) Player
    (b) Audio

5. Sai Teja (IMT2020538)

    (a) Obstacles
    (b) Game loop

2 Features

- The player can move up by pressing the up arrow key, and come down if he is above ground.

- There are three types of obstacles in the game:-

    - Monkey - It appears randomly on the top of the screen, swinging on a rope.
    - Witch - It appears on the tiles patrolling.
    - Tiger - It appears randomly on the ground, running from one end to the other.

- The player's health decreases by one unit if he hits an witch, mokey and loin.

- There are random mystery boxes in between. They can contain magical potions that have healing powers or poison that kills instantly. Collecting them can either increase the player's health by one unit or instantly kill. So, it's completely the player's choice to choose the risk.

- The score depends on the time of till which the player lives, the number of obstacles crossed, and the number of mystery boxes opened.

3 Instructions to run the Game

To run the game, compile it using the makefile, it will produce a main file running that will open the game.

4 Screenshots
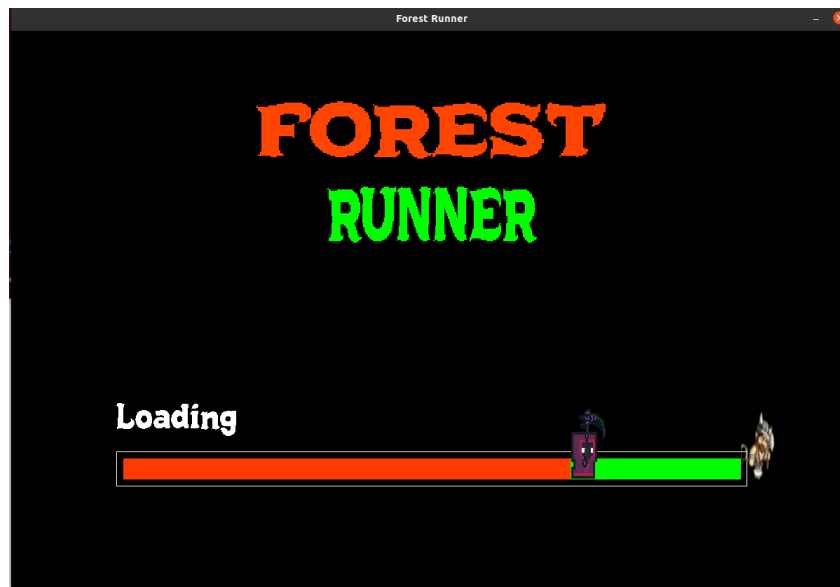

Figure 1: Start Menu
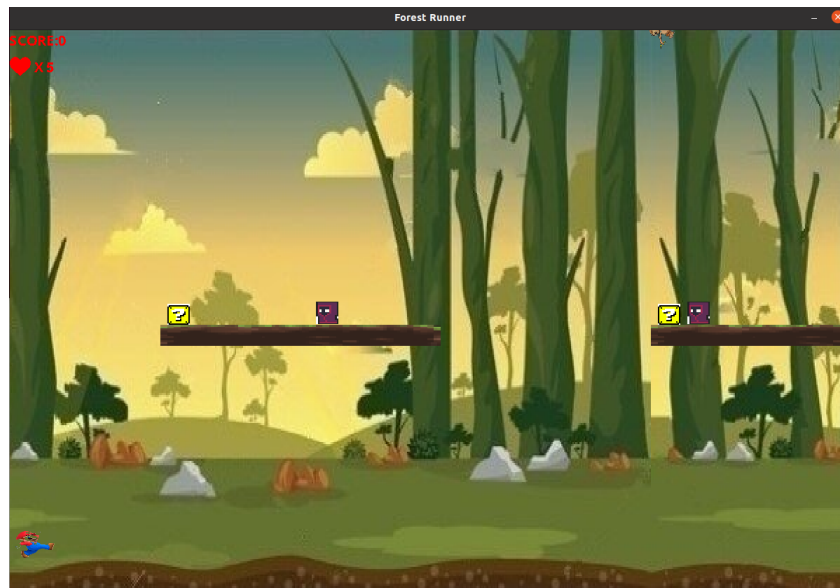

Figure 2: Pause Menu

Figure 3: Loading Screen

Figure 4: Gameplay

5 Controls of the Game

Only the up arrow is used to control the character to go jump from his current position and if he is in an upper level and the floor ends he will drop down to a lower level.

6 Github repo

https://github.com/satvik-vm/Cpp-project-Group-24