Team Name: The Assassins
Project Topic: Car Race Game
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PROJECT REPORT AND SOFTWARE

Programming II

FINAL REPORT

1- Project was done with QT Creator
2- The Project contains 2 classes
3- Work is done with the help of ALL team members
4- Used searches for the QT (QT documentation)

PROJECT SPECIFICATIONS

1- A Car race game, single player
2- Your speed increases with time, your score does as well.
3- High scores are saved (top ten)
4- Sound effects are provided
5- Easy GUI is provided

OOP OR OTHER CONCEPTS

1- Classes
2- Separating the code from its implementation
3- Polymorphism
4- STL
5- Encapsulation

BONUS I IMPLEMENTED

1- GUI Interface
2- Saving high Scores
3- Sound effects

EXPERIENCE ON THIS PROJECT

4- Dealing with GUI
5- Learning QT concepts
6- Working in teams

QTimer		MainWindow
	1	- roadspos : int
		- car1pos : int
- connect () : void		- car2pos : int
		- car3pos : int
		- r : int
		- times : float
		- l : float
		- l2 : float
		- sc : double
		- b1 : bool
		- b2 : bool
		- b3 : bool
		- ingame : bool
	*	- *timer : QTimer
		- on_Exit_clicked() : void
		-keyPressEvent(QKeyEvent * event) : void
		-on_NewGame_clicked() : void
		-on_actionNew_Game_activated() : void
		-on_actionAbout_activated() : void
		-on_ExitAbout_clicked() : void
		-on_HighScores_clicked() : void
		-on_ExitHighScores_clicked() : void
		-on_Exitgame_clicked() : void
		-on_actionExit_activated() : void
		+ moveRoad () : void