1. Sound class

* All the sound in the game (Menu, level, Shop, Gun, Credits, etc)
* Using irrKlang sound engine to contain and play the sound
* Enumerations for all my sounds, Example:

Enum SoundType{

MENU = 0;

LEVEL,

PISTOL,

…

};

* Switch case to play the sound, Example:

Switch(Sounds)

{

case MENU:

if(Menu == NULL)

{

Menu = theSoundEngine->play2D((“Sound/Menu.wav”), true, true);

…

}

break;

}

1. LoadTGA class

* Loading of textures
* Photoshop for every texture
* Displaying of textures
* Storing textures in their specific class.
* Example: For Playerclass, storing its own texture at PlayerInfo.cpp as TextureImage heroTexture[1];

1. UI class

* UI in the game
* Every texture for every page/character.
* Using opengl knowledge
* Printw & printf
* Health bar, ammo hud