1, Create a character runing scene, where a girl is running from the left to the right, when she reaches the right side, she will be running to the left again. You can refer to running1.cpp running2.cpp and running3.cpp.

2, Realize keyboard control to control the movement of a girl (pictures are provided in group)

3, Place some houses on the grassland where the dragon is running (pictures are provided )

4, Create a simple aircraft war game following the logic from last week and paste some real pictures. (namely updating your background and making your 3rd homework more sophisticated)

**Note:**

(1). Submit a .zip file which ONLY contains 1.cpp, 2.cpp and your game project folder respectively.

(2). Your .zip file should be named as the style like x\_y\_z. x is your student ID, y is your name or name shorthand, z is week number consisting of two integers.(eg. This week should be 06), and use \_ as a separator. This rule is very important, please conform to it strictly.

(3) Submission address: [ljz@stu.scu.edu.cn](mailto:ljz@stu.scu.edu.cn)

(4) Deadline: 10/28/2024