FINAL PROJECT

REPORT 1

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1. Initial Design and Description

A math related video game with X-axis moving character, the other objects move down on Y-axis with value that have math ( + x / - with a number) to win the game get those objects to get the biggest number to kill an random number amount of enemies.

1. How it work

- Setting up an Array and continuously refresh and clear screen to keep screen refresh and animated. Using an Array as the map for the game and using Rand to make math equation

- Rand generated number of enemies that gradually increase overtime

1. Function of the code

- draw() : draw the outline of the game screen

- setup() : setting up the starting array

- enemies() : to generate the number of enimies

- mathchoice() : making math equation and choice

- logic() : movement for game

- kbhit() : implement of kbhit from conio.h on Windows because the library is not available on Linux

1. Progress:

- Finished draw()

- Working on making kbhit() before setting up logic

- Need to figure out how to make sure that the enemies number and the army number is not too far apart to make game more intense.