



# Escape The Cop Game

**Name:** Turya Biswas

**Roll:** 1507

**Email:** bsse1507@iit.du.ac.bd

**Supervisor:** Dr. Md. Nurul Ahad Tawhid

# Table of Contents

- 1. Introduction**
- 2. Purpose**
- 3. Features**
- 4. Challenges**
- 5. Future Task**





01

# Introduction

A decorative graphic on the left side of the slide consisting of two blue squares. The top square is a lighter shade of blue and is positioned above and to the right of a larger, darker blue square.

# What is it?

- **A simple game with c/c++.**
- **Based on Graphical interface and file handling. Some status are shown in terminal/CMD.**



# 02

## Purpose

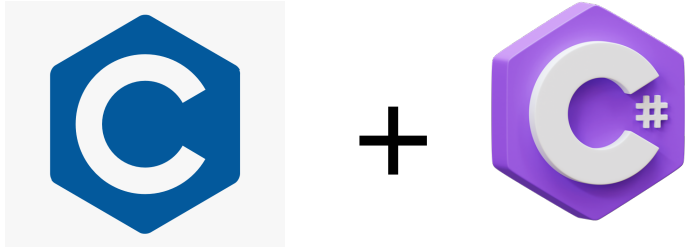
- 
- A decorative graphic on the left side of the slide consisting of two overlapping squares. The bottom-left square is a dark blue, and the top-right square is a lighter blue, creating a cross-like shape.
- **Mind refreshment game**
  - **Multiple User data stored in to show score status**

# 03

## Features



## Language Used:



## Graphics Tool:





# The project includes:


**Arrays/Vectors**

**Structure/Class Object**

**File handling**

**String**

**NB:-** Structure and Class Object are nothing but same concept. In **C**, there is only structure. In **C++**, it has both **struct** and **class**



# 04

## Challenges



- **File Handling**
- **Player name and score information in files**
- **Store data separately for Easy, Medium and Hard Level**
- **Perfectly Move Cops to the thief [player].**





05

# Future Task

- **Increase number of Cops in higher level and handle their movement.**
- **Add Image and Texture for more Beauty.**
- **Add logic to avoid collision with walls.**
- **Make any of the Cops movable by 2<sup>nd</sup> Player and make score for that**



# Thanks!

