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

What is it?

- **A simple game with c/c++.**

- **OOP is used to make this game.**

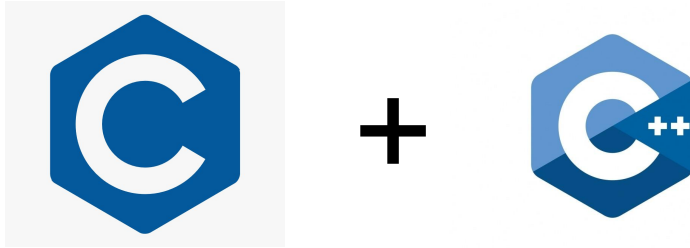- **Based on Graphical interface and file handling. Some status are shown in terminal/CMD.**

02
Purpose

- **Mind refreshment game**

- **Who will develop the game, can learn OOP and regularly used STL in C++**

03
Features

Language Used:

 +

Graphics Tool:

The project includes:

1. Arrays/Vectors
2. Structure/Class Object
3. File handling
4. String

For Developer

5. Solo Mode Game
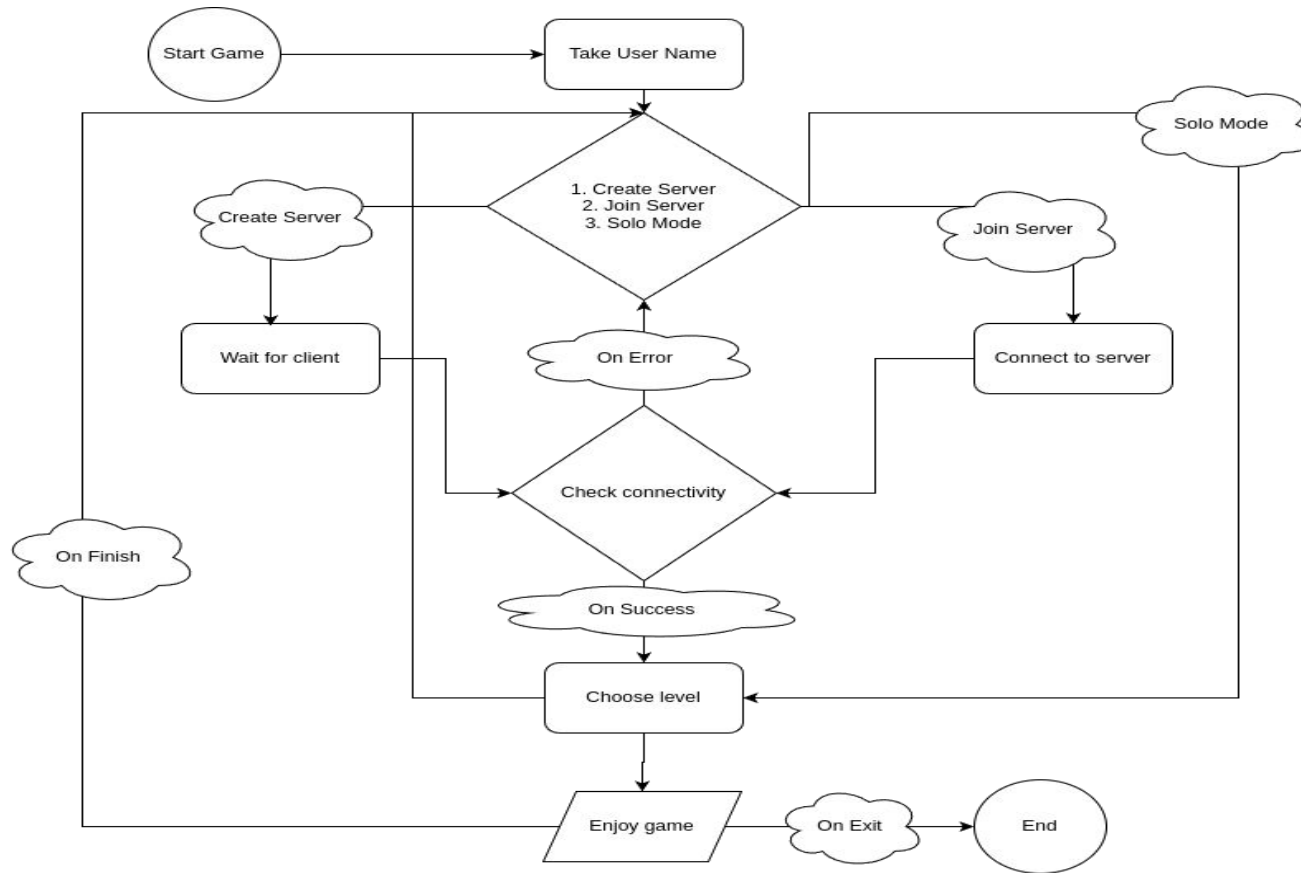6. Dual Mode Game

For Users

Figure: Flow chart of Gameplay

04
Challenges

- **File Handling:** Developer can learn how to handle text files and store data in for future uses. It needs to save each player informations into files so that they can be used to show previously played users scores.

- **Data Manipulation:** All levels need to be kept in separate files. So developer needs to handle each level individually. Also keep score data in different   leveled   files.

- **Auto Moving Cops:** We can consider the cells as a node in 2D graph. So, we cannot apply dijkstra's algorithm directly but we can convert this algorithm into a 2 dimension based graph and check if there is any cell gap around current cell position.

05
Future Task

❌ **Add 2nd player in any level and make it competitive. (Partially done)**

❌ **Add Image and Music for more Beauty. (50% Done)**

✅ **Add logic to avoid collision with walls.**

✅ **Make any of the Cops movable perfectly.**

✅ **Add socket connection for multiplayer. (Partially Done)**

Thanks!