



# Escape The Cop Game

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**Git Link:** <https://github.com/turya07/SPL-1>

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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

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- **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].**





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# 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 player.**



# Thanks!

