TREASURE HUNT

Game :

The game has two types-easy and hard.For easy,there is no constraint on the sequence in which questions are to be answered.However,in 'hard' mode;the next question appears on clicking the respective object only when all the previous questions are answered.

Source Files:

- Main.cpp :
  -Creates an instance of game and starts the display by calling a function in game.cpp
- Game.cpp :
  -void Displaystart() :
  > Displays the first screen including the buttons "Play" and "Quit"

  -void Start() :
  > Once the player opts to play,the user is asked to select the theme

  -void nextforest() :
  > Adding the easy and hard buttons to the scene and asking player to choose one.

  -void openforeste()[for easy mode] :'
  > Opened if user selects 'easy' mode,adds a button to treasure box which when clicked displays the first question.

  -void openforest()[for hard mode] :
  > Opened if user selects 'hard' mode.The user has to press the start button present   on the screen and answer the question correctly to go to the next question which is displayes when the user clicks the button on treasure box.

  -void forest2()[for hard mode] :
  > Once the user answers the question on treasurebox correctly,the screen changes and the next screen appears.The user has to click on the object related to the previous answer in order to open the next question.Here the object related is shoes.The buttons for this scene are also set in this function.

  -void forest21() [for easy mode]:
  > Irrespective of whether the user has answered questions on the first screen,he can access the second screen by pressing 'next' on the first screen.Once 'next' is pressed,this function is called to change the background and add the new buttons.

-void forest3() [for hard mode]:

Once the question from water button is answered correctly by the user,this function is invoked to change the background and add the buttons to it.

-void forest31() [for easy mode]:

Irrespective of whether the user has answered questions on the first and second screen,he can access the third screen by pressing 'next' on the second screen.Once 'next' is pressed,this function is called to change the background and add the new buttons.

-void mandatoryquestion() :

Question Dialog Box that is popped when the 'start' button is clicked.

-void answer() :

Validates the answer for the question popped when 'start' is pressed.

-void openth11() [for hard mode]:

Question dialogbox(that runs on a seperate thread) appears when this function is invoked.This is invoked upon clicking the treasurebox button only when the question by 'start' button is validated to be true.The answer for this new question is also validated in the same thread.

-void openth11_1() :

Question dialogbox(that runs on a seperate thread) appears when this function is invoked.This is invoked upon clicking the treasurebox button directly.The answer for this new question is also validated in the same thread.

-void displaytbox() :

When the button on tree is clicked,this function is invoked and treasure chest appears on the screen indicating that the user has won the game.

-void openth21() :

Question dialogbox(that runs on a seperate thread) appears when this function is invoked.This is invoked upon clicking the shoes button only when the previous questions are validated to be true.The answer for this new question is also validated in the same thread.

-void openth21_1() :

Question dialogbox(that runs on a seperate thread) appears when this function is invoked.This is invoked upon clicking theshoes button directly too.The answer for this new question is also validated in the same thread.

-void accessth22() [for hard mode]:
    When the question answered by shoes button is validated to be true,a signal is generated to open the connection from water button to openth22() by invoking this function.

-void openth22() :
    Question dialogbox(that runs on a seperate thread) appears when this function is invoked.This is invoked upon clicking the water button only when the previous questions are validated to be true.The answer for this new question is also validated in the same thread.

-void openth22_1() :
    Question dialogbox(that runs on a seperate thread) appears when this function is invoked.This is invoked upon clicking the water button directly.The answer for this new question is also validated in the same thread.

- Dialog.cpp:
    Source file to create the dialpg box required.

- ObjectButton.cpp:
    Source file to create the buttons for objects.

- Button.cpp:
    Source file to create the buttons for navigation.

- thread11.cpp:
    Source file to generate new thread for question 2.

- Thread21.cpp:
    Source file to generate new thread for question 3.

- Thread22.cpp:
    Source file to generate new thread for question 4.