

## **Cpp Project Report:**

**Game: BB Ring Master**

**Group no: 3**

**Group Members:**

**Vaibhav Thapliyal (IMT2020049)**

**Pranav**

**Dheeraj sai ram**

**Balaji Sankapal (IMT2020090)**

**Ayyappa Koppuravuri(IMT2020555)**

**Contributions:**

**Dheeraj:**

Mainmenu

**Vaibhav:**

Made basic structures of the game such as gameobject files, map files and texture files.

**Ayyappa Koppuravuri:**

Created Sprites and wrote major code for rendering and updating the player, basketball dribbling, horizontal movement of player along with

basketball and jumping. Editing sprites and including animations for Lives, Score, Angle arrows, Speedbar, Shooting and Game logic (like finding the condition when the basket is scored and code to maintain lives), Coded the repositioning of the player and the ball after every attempt and Makefile.

### **Balaji:**

Created Sprites for Score, Lives, Arrows and Speed and wrote code for logic part for Score, Lives, Velocity and main Shooting part. Logic for shooting part example conditions to consider whether the shoot is gone or failed and condition when ball should be back to its original position. Partly done logic for repositioning (back part).

### **Pranav:**

## **Instructions to run the code:**

(As makefile is created)

Run the commands one after other

```
$make
```

```
$/BB_RingMaster
```

And for removing the object files

Run the command

```
$make clean
```

## **How to play the Game:**

- After running the above commands GUI display.
- The player dribbles when he is at rest.
- To move the player press **Left** and **Right** keys to move it left and right respectively.
- When the Up key is pressed the player can jump.
- Move the player to select for a position and Press enter to fix Position of the player.
- Now it's time for the angle at which the ball will be shot. It is indicated by a small Arrow Press the keys **A** and **D** for increasing and Decreasing the Angle and pressing the key **S** for selecting the angle.
- Similarly, for selecting the velocity at which the ball will be shot can be changed by pressing the Keys **A** and **D** and later pressing the key **W** for finalizing the speed.
- Now the ball will be shot directly by pressing W after speed selection.
- If it is a Basket then the Score will be increased else Lives remaining will be decreased by one life . After all the three lives are gone, a new game will be started automatically.