

Mini Games

This project will be submitted as partial requirement for the course Programming Fundamentals in fall 2020.

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Goal:

This project will contain 3 different games amongst which user can select which one he wants to play.

Description:

A main menu would be there containing options of 3 different games for user to choose from. Each game will be requiring different inputs from user and would have some distinct features.

List of Features:

1. Game 1:(Quiz game)

- The user would be asked to enter his name for High score purpose.
- Top 5 high scores would be saved along with names of players.
- The user would be shown instructions on how the game works.
- It would have multiple choice questions.
- The user will select options by pressing a, b, c and d keys.
- The questions will be based on general Knowledge.
- The user can return to the main menu with Esc key
- If you choose the incorrect option the correct answer will also be shown
- There will be two rounds:

1 Warm up round in which user will be asked three questions in which he would be required to answer at least 2 correctly in order to qualify for next

round.

2 The main round will have total 10 questions. The user will be asked continuous questions and would be awarded 10 points for each correct answer but as soon as one question is wrong the game will end.

2. Game 2:(Dino game)

- The user would be asked to enter his name for High score purpose.
- Top 5 high scores would be saved along with names of players.
- The user would be asked to press a key for Dino to jump and avoid obstacles
- For passing every obstacle score would increase by 1
- The user can exit the game and return to main menu by pressing Esc key.

3. Game 3:(Snake)

- The user would be asked to enter his name for High score purpose.
- Top 5 high scores would be saved along with names of players.
- The user will be given instructions at start how the game works.
- The user can would be able to move the snake by pressing arrow keys, pause the game with a key and exit game to the main menu with Esc key.
- The user will be provided with 3 lives which would decrease by 1 when either the snake hits the wall or snake's body.
- The length of snake would increase by 1 element and score by 1 when snake eats food (represented by X).

Tools :

The language used will be C and for IDE Dev-C++ will primarily be used.

Schedule:

To be submitted one week before the final exam of the fall 2020 semester.

Accept

Reject

Course Teacher: Musawar Ali/ Kariz/ Rahmeen

Signature: _____