**CS 101 COURSE PROJECT**

SKYRIM

**TA**-Rucha

SLOT-11; GROUP-01

TEAM MEMBERS:

1. ASHWIN DRAVID( TEAM LEADER) 140020036
2. RURURAJ SAMBUS(COORDINATOR) 140020026
3. SWAPNIL KANDHARKAR 140020041
4. RICHIE SAWANT 140020016

**INDRODUCTION**

Our project attempt to create an adventure game along with lines of popular first C++ game now likely known as zork ; which was invented at MIT university. It is much easy game as we have give commands according to which game progresses. It includes some objects which has to be accessed by giving particular instructions or by performing some special moves.

**GAMEPLAY**

The Game Is Simple to play and as other Role Playing Games is quite strategic. Three Elder Scrolls are scattered across the war-torn land of Skyrim. Your Father was killed in this place. You have Find His Killer and defeat him in this text based RPG, that takes you through the lands of Skyrim in search of Revenge. Adventure awaits you.

The four arrow keys move you to respective directions for exploration of this land. There is Attack option.The Land Of Skyrim Is divided in 64 parts each having something new to explore and enemies to fight collecting items and money in the way.

**STATUS OF COMPLETION/ERRORS**

//WRITE 5 TO 6 LINES WHAT ERRORS CAME DURING CODE DESIGNING

Strings were not declared but now its ok

3d array was having a problem but it was resolved.

**DISCRIPTION OF CODE**

**//**ALL HEADER FILES , FUNCTION’S FUNCTION

**CONTRIBUTION BY TEAM MEMBERS**

The work done by each team member is briefly described here.

1. Ashwin Dravid (team leader)

As the team leader, called for meetings to be held. Also made decisions when there were multiple codes for the same function written by different team members. Debugging of the program code. Merging of the elements to produce the final working program. Made the minor adjustments necessary in each team members code so that they are compatible with each other and hence could be joined.

1. Ruturaj Sambus( coordinator )

Responsible for arranging meetings of the team and overall team coordination and communication. Also edited the written code to include indentation and improved overall program readability.

1. Swapnil Kandharkar

Final Report, peer and review, Manual written by him.

Helped to write documentation. Also helped in finalization of code finding errors and fixing them.

1. Richie Savant// write something about him I have no idea what to write about Richie.

**REFERENCES**

An indroduction to C++ by Abhiram G. Ranade

Lab handouts

Object oriented programming in C++

Introduction to C++ game programming by Michael

**ACKNOWLEDGEMENT**

Our project would not have been successfully completed on time had it not been for these people. We would like to thank them for their advice and suggestions.

Prof. Supratik Chakraborty

Prof. D B Phatak

And our TA Rucha