BRIEF DESCRIPTION OF VARIOUS MODULES:

We have divided the program in different header files.

1. Main Program:

The Game loads the pictures of all the paratroopers, landtroopers, diedtrooper and bullets in ApiMain and then calls startwindow() function.

1. End.h:

It contains startwindow() and endwindow() function.Both load images as per defined in the bitmap.h header file and proceed through an input by user.The input is taken by getch() function.

1. Keydet.h:

It includes the definition of kbhit() and getch() function.Both of them are not defined by team.Only its readymade application is used to detect keyboard hit.

1. Game.h:

It is called after the startwindow is executed.Following functions are included in it:

1. Srand() generates two random values which after so adjusted to drop two paratroopers randomly in one journey of copter through the screen.
2. Kbhit() detects the key press and works accordingly.
3. Sin() & cos() are used to get x,y coordinates of upper end of canon from angle.

The function keeps the track of ten soldiers and ten bullets at a time by storing the required information in arrays.Everytime the loop runs to move the game in forward direction it checks around every bullet if any paratrooper is present in its range([2\*2]).If the condition satisfies the collision is declared and state of bullet and paratrooper changes.If the paratrooper reach to the surface safely its state changes so as to make its further movement and image towards the canon.A record is maintained if a paratrooper enters the game and is displayed over the lower part of canon.If number of such paratroopers reach five endwindow() is called. At the end of the loop we erase all the photos to reload them again.

States have been defined of paratroopers as:

0: not released from helicopter

1: coming down and alive

2: at ground and coming to canon

3: coming down and not alive

4: reached canon

1. Libraries included :

ctime,cassert,cmaths,rect.h,circle.h,assert.h,ezwin.h,bitmap.h,termios.h,stdio.

STATUS OF COMPLETION:

All the coding part has been done.The program has been executed correctly in the beginning but presently the program is aborting itself showing three errors randomly each time of its execution.At a time error is any one of them:

1. Segmentation fault
2. Showing memory map
3. Showing padpixmap error

IDEAS FOR FUTURE WORK:

Improving the level of graphics.The difficulty level can be increased by introducing bombers, increasing the number of paratroopers and their speed. Heat level can be introduced which prevents the user from continuously firing.

ACTUAL WORK DONE BY EACH MEMBER OF TEAM:

Ravi :

Written the programs to set the amgle of cannon and fire mechanism and collision detection. Helped in reparing the programs written by team members. Did most of the debugging part.

Rajlaxmi :

Initiated the project by writing the whole program in Diwali week. Prepared program for the motion of helicopter and the dropping of paratroopers at random positions and moving them. Wrote functions for mouseclick uses.

Rishabh :

Prepared program for the motion of helicopter and the dropping of paratroopers at random positions and moving them. Searched and read about the "kbhit" and "getch" function.

Rakshit :

Handled all the events before starting of the "game"(game is a function). Edited all the images used. Written program to load and erase all the images used.

Rajesh :

Wrote the function for displaying score, storing highscore. Removed syntax errors.

Rajni :

Searched all the images used. Written program to load and erase all the images used. Removed syntax errors. Event manager.

Raj :

Wrote the codes for fire mechanism and start window. Was present everytime with Ravi while debugging. Attended all the meetings very sincerely and worked hard for the project and self improvement.

NOTE: Debugging was done particularly by Ravi, but all the team members also worked for it.