

PROJECT REPORT

Name of the project : *Chain Reaction*
(Android Game)

We are a group of four students

Team Members:

<i>Nitesh Sardar</i>	<i>140020100</i>
<i>Manish Sihag</i>	<i>140020080</i>
<i>Rishu Kumar</i>	<i>140020085</i>
<i>Sloka Ambati</i>	<i>140020110</i>

Purpose of developing the project:

This project is a game and games are usually made for entertainment, fun and time pass. Therefore the outcome of the project will be complete fun.

We must also admit that:-

Through this project we want to implement the knowledge that we gained through C++.

Coding details:

After learning the basic concepts of graphics, we redesigned the code of our program.

Our whole project is basically a combination of graphics and normal coding.

*We have used **simplecpp** for the graphics part of our game.*

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Brief description of our program:

- *Provide the user three options - to start the game, for instructions and to exit the game.*
- *The grid is created on the canvas using basics of **simple cpp**.*
 - *Orbs are created using circles.*
 - *Coordinate system is used to specify the mouse click and the position where the the user places his/her orbs in the grid*
- *Valid entries are checked using the 2D array **player_ state**.*
- ***if- else** statements are used to switch between the players.*
- ***While** loop is also being used for various purpose in the program.*

- *Conditions are implemented using **if-else** statements.*
- *User defined functions used:*
 - ***drawGrid():** This function creates a grid on the canvas on which the game will be played. It uses **for** loops basically for this purpose.*
 - ***Win():** This function basically decides the winner of the game and exits the game.*
 - ***Playgame():** This function is used to take the user to the grid on the canvas where the game will be played.*
 - ***Expand():** This function is the base of our game. This function controls the explosion of orbs into*

the surrounding cells. It mainly uses the concept of function recurrSION.

Built in functions used

- ***getClick()***-To control mouse click
- ***hide()***-To hide the objects on the canvas.
- ***wait()***-waits for specified seconds given in the parenthesis.
- ***setColor()***-Gives colour to the lines and circles.
- ***imprint()***-Prints the objects such as lines and circles on the canvas.

Peer review :

Nitesh Sardar : 9.5

Sloka Ambati :10

Rishu Kumar :8.5

Manish Sihag: 9