

# Starship Combat Game: Anchors Aweigh

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## Abstract

Anchors Aweigh is a fully playable 3D space combat game designed to support fleet vs. fleet engagements. The game is played on a 2 dimensional plane. All the objects in the game are 3D. The game comes with a ship editor. OpenGL was used to create all the 3D contents, Microsoft Foundation Classes (MFC) were used to create the graphical user interface for the game and editor. A description of the game's objective, architecture, development tools, and lessons learned during development are provided. An extensive appendix provides manual / tutorial, on how to play the game as well as providing example code snippets illustrating essential OpenGL / MFC development.

