

FINAL PROJECT DASAR PEMROGRAMAN
GAME “IRON-BLYAT”
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1. PENGENALAN

“IRON-BLYAT” adalah sebuah game sederhana yang dengan based space shooting game. Setiap pemain harus menembak objek atau musuh yang datang dari lokasi yang random atau acak. Pemain akan kalah jika objek atau musuh melewati garis hijau yang dimana sebagai “pembatas” dari game tersebut. Pemain hanya memiliki satu nyawa atau kesempatan ketika bermain game “IRON-BLYAT”.

2. CODE

```
1  #include<graphics.h>
2  #include<stdio.h>
3  #include<stdlib.h>
4  #include<conio.h>
5  #include<windows.h>
6  #include<time.h>
7  #include<MMsystem.h>
8
9  DWORD maxX = GetSystemMetrics(SM_CXSCREEN);
10 DWORD maxY = GetSystemMetrics(SM_CYSCREEN);
11
12 void Loading ()
13 {
14     setcolor (GREEN);
15     rectangle (150, 349, 1315,405);
16
17     setcolor(LIGHTGRAY);
18     setttextstyle (4,0,6);
19     outtextxy (125,50, "LOADING IRON-BLYAT");
20
21     setcolor(LIGHTCYAN);
22     setttextstyle (2,0,10);
23     outtextxy (125,500, "MISSION : PROTECT MOTHERLAND FROM INCOMING F-22 !");
24     outtextxy (125,600, "CONTROL : USE MOUSE TO MOVE, AND LEFT CLICK TO SHOOT THE BULLET");
25     outtextxy (125,700, "GOOD LUCK COMRADE !");
26
27     for(int i=0;i<1160;i+=3) {
28         setcolor (RED);
29         delay(2);
30         rectangle(150+i,350,150+i,404);
31         if(i==1150) {
32             cleardevice();
33         }
34     }
35 }
36
37 void Screen()
38 {
39     setcolor(GREEN);
40     setfillstyle(SOLID_FILL,BLACK);
41     rectangle(0,100,1920,880);
42     floodfill(1,1, GREEN);
43     setcolor(LIGHTGRAY);
44     setttextstyle(2,0,10);
45     outtextxy(820,80, "IRON-BLYAT");
46 }
47
48 void PeaShooter (int x, int y, float s, int *a, int *b)
49 {
50     *a=0.5*s+x;
51     *b=3*s+y;
52     // *c=-0.5*s+x;
53     // *d=-3*s+y;
54     setfillstyle(SOLID_FILL,YELLOW);
55     circle(*a,*b,5);
56     floodfill(*a+1,*b+1,YELLOW);
57 }
58
59 void DassaultRafale (int x, int y, float s)
60 {
61     line(0*s+x,-10*s+y,0*s+x,-9*s+y);
62     line(0*s+x,-9*s+y,0.5*s+x,-8*s+y);
63     line(0.5*s+x,-8*s+y,1*s+x,-7*s+y);
64     line(1*s+x,-7*s+y,1*s+x,-6*s+y);
65     line(1*s+x,-6*s+y,2*s+x,-5.5*s+y);
66     line(2*s+x,-5.5*s+y,2*s+x,-4.5*s+y);
67     line(2*s+x,-4.5*s+y,1.5*s+x,-5*s+y);
68     line(1.5*s+x,-5*s+y,1.5*s+x,-4*s+y);
69     line(1.5*s+x,-4*s+y,6*s+x,0*s+y);
70     line(6*s+x,0*s+y,6*s+x,-1.5*s+y);
```

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```
71     line(6*s+x,-1.5*s+y,6*s+x,2*s+y);
72     line(6*s+x,2*s+y,2*s+x,3*s+y);
73     line(2*s+x,3*s+y,1.5*s+x,4*s+y);
74     line(1.5*s+x,4*s+y,0*s+x,4*s+y);
75     line(0*s+x,4*s+y,0*s+x,5*s+y);
76     line(0*s+x,5*s+y,0*s+x,3*s+y);
77
78     line(0*s+x,-10*s+y,0*s+x,-9*s+y);
79     line(0*s+x,-9*s+y,-0.5*s+x,-8*s+y);
80     line(-0.5*s+x,-8*s+y,-1*s+x,-7*s+y);
81     line(-1*s+x,-7*s+y,-1*s+x,-6*s+y);
82     line(-1*s+x,-6*s+y,-2*s+x,-5.5*s+y);
83     line(-2*s+x,-5.5*s+y,-2*s+x,-4.5*s+y);
84     line(-2*s+x,-4.5*s+y,-1.5*s+x,-5*s+y);
85     line(-1.5*s+x,-5*s+y,-1.5*s+x,-4*s+y);
86     line(-1.5*s+x,-4*s+y,-6*s+x,0*s+y);
87     line(-6*s+x,0*s+y,-6*s+x,-1.5*s+y);
88     line(-6*s+x,-1.5*s+y,-6*s+x,2*s+y);
89     line(-6*s+x,2*s+y,-2*s+x,3*s+y);
90     line(-2*s+x,3*s+y,-1.5*s+x,4*s+y);
91     line(-1.5*s+x,4*s+y,0*s+x,4*s+y);
92 }
93
94 void F22(int x, int y, float s)
95 {
96
97     line(0*s+x,8*s+y,0.5*s+x,7*s+y);
98     line(0.5*s+x,7*s+y,1*s+x,5*s+y);
99     line(1*s+x,5*s+y,1*s+x,4*s+y);
100    line(1*s+x,4*s+y,1.5*s+x,3*s+y);
101    line(1.5*s+x,3*s+y,1.5*s+x,2*s+y);
102    line(1.5*s+x,2*s+y,4*s+x,-1*s+y); //SAYAP KANAN
103    line(4*s+x,-1*s+y,4*s+x,-2*s+y);
104    line(4*s+x,-2*s+y,3*s+x,-2.5*s+y);
105    line(3*s+x,-2.5*s+y,1.5*s+x,-3*s+y);
106    line(1.5*s+x,-3*s+y,3*s+x,-4*s+y);
107    line(3*s+x,-4*s+y,3*s+x,-5*s+y);
108    line(3*s+x,-5*s+y,2*s+x,-5.5*s+y);
109    line(2*s+x,-5.5*s+y,1*s+x,-5*s+y);
110    line(1*s+x,-5*s+y,0*s+x,-5*s+y);
111
112    line(0*s+x,8*s+y,-0.5*s+x,7*s+y);
113    line(-0.5*s+x,7*s+y,-1*s+x,5*s+y);
114    line(-1*s+x,5*s+y,-1*s+x,4*s+y);
115    line(-1*s+x,4*s+y,-1.5*s+x,3*s+y);
116    line(-1.5*s+x,3*s+y,-1.5*s+x,2*s+y);
117    line(1*s+x,-3*s+y,1*s+x,-6*s+y);
118    line(0*s+x,7*s+y,0.4*s+x,6.5*s+y);
119    line(0.4*s+x,6.5*s+y,0.5*s+x,5.5*s+y);
120    line(0.5*s+x,5.5*s+y,0*s+x,5*s+y);
121    line(-1.5*s+x,2*s+y,-4*s+x,-1*s+y); //SAYAP KIRI
122    line(-4*s+x,-1*s+y,-4*s+x,-2*s+y);
123    line(-4*s+x,-2*s+y,-3*s+x,-2.5*s+y);
124    line(-3*s+x,-2.5*s+y,-1.5*s+x,-3*s+y);
125    line(-1.5*s+x,-3*s+y,-3*s+x,-4*s+y);
126    line(-3*s+x,-4*s+y,-3*s+x,-5*s+y);
127    line(-3*s+x,-5*s+y,-2*s+x,-5.5*s+y);
128    line(-2*s+x,-5.5*s+y,-1*s+x,-5*s+y);
129    line(-1*s+x,-5*s+y,0*s+x,-5*s+y);
130    line(-1*s+x,-3*s+y,-1*s+x,-6*s+y);
131    line(0*s+x,7*s+y,-0.4*s+x,6.5*s+y);
132    line(-0.4*s+x,6.5*s+y,-0.5*s+x,5.5*s+y);
133    line(-0.5*s+x,5.5*s+y,0*s+x,5*s+y);
134 }
135
136 int main()
137 {
138
139     int zero=0;
140     int x=900,y=50, scPS=5;
```

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```
141     int xx,yy,i;
142     int f,xp,yp=950;
143     int a, b, c, d, u, z;
144     int page=0;
145     int mv=5;
146     char temp[1];
147     float s=12;
148     f=0;
149     initwindow(maxX,maxX); //Inisialisasi Lavar Grafik
150
151     Loading();
152     PlaySound(TEXT("IronBlood.wav"), NULL, SND_ASYNC);
153     while (!kbhit())
154     {
155         //Set Up Enemy
156         setactivepage(page);
157         setvisualpage(1-page);
158         cleardevice();
159
160         setcolor(LIGHTRED);
161         F22(x,y,s);
162
163         Screen();
164         settextstyle(2,0,10);
165         outtextxy(60,20, "SCORE :");
166         sprintf(temp,"%d",zero);
167         outtextxy(250,20,temp);
168
169         y=y+mv;
170
171         xx=mousex();
172         yy=mousey();
173         setcolor(LIGHTCYAN);
174         DassaultRafale(xx,950,5);
175     }
```

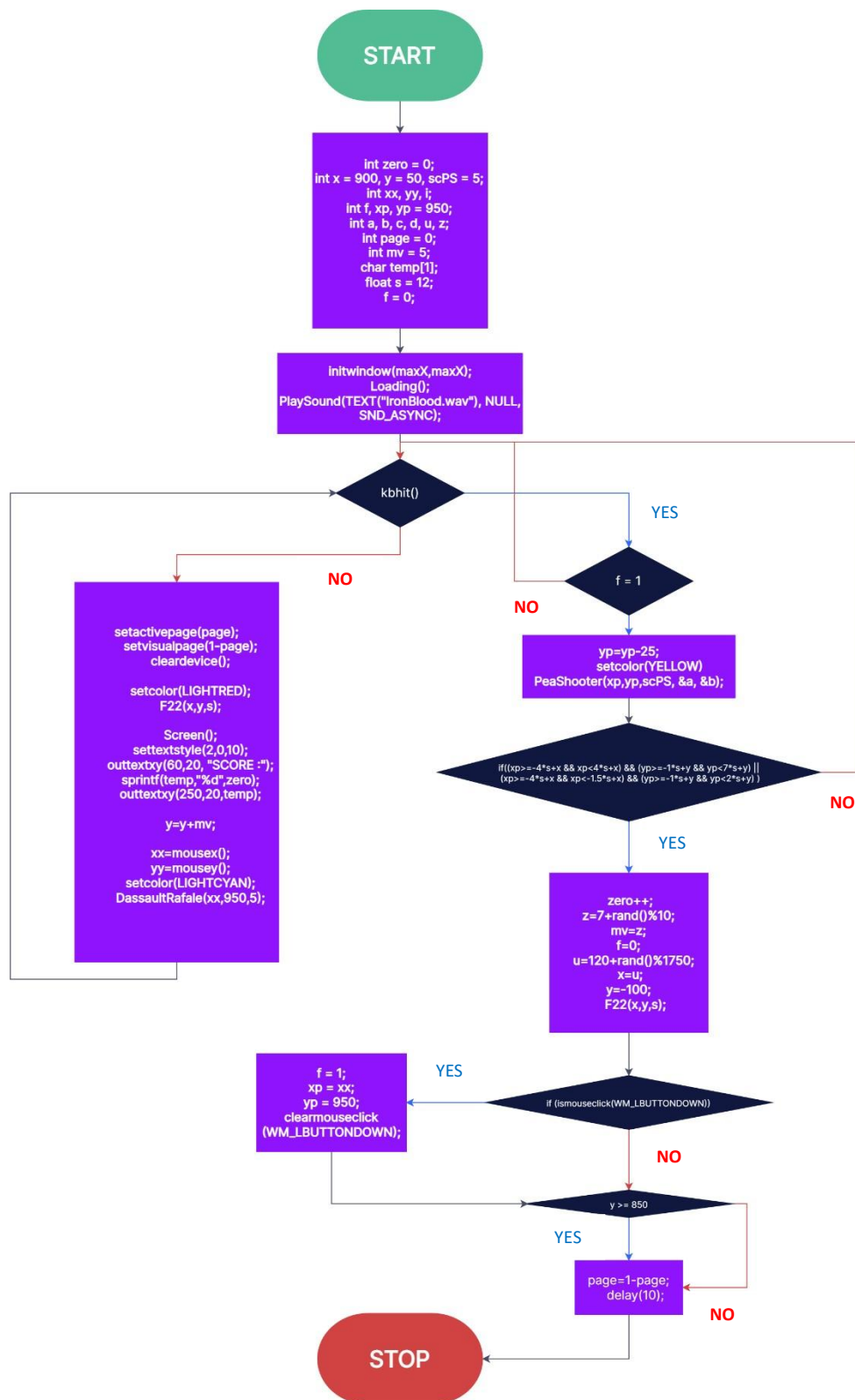
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```
176 //Tembak Peluru/PeaShooter
177 if (f==1)
178 {
179     yp=yp-25;
180     setcolor(YELLOW);
181     PeaShooter(xp,yp,scPS, &a, &b);
182
183     if((xp>=-4*s+x && xp<4*s+x) && (yp>=-1*s+y && yp<7*s+y) ||
184        (xp>=-4*s+x && xp<-1.5*s+x) && (yp>=-1*s+y && yp<2*s+y) )
185     {
186         zero++;
187         z=7+rand()%10; //Randomizer Movement F22
188         mv=z;
189         f=0;
190
191         u=120+rand()%1750; //Randomizer Location F22
192         x=u;
193         y=-100;
194         F22(x,y,s);
195     }
196 }
197
198 if (ismouseclick(WM_LBUTTONDOWN))
199 {
200     f=1;
201     xp=xx;
202     yp=950;
203     clearmouseclick(WM_LBUTTONDOWN);
204 }
205
206 if(y>=850)
207 {
208     break;
209 }
210
211
212 page=1-page;
213 delay(10);
214 }
215
216
217
218 closegraph(); //Menutup Grafik
219 }
220
```


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3. FLOWCHART



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4. SCREENSHOT GAME

