

## Project Title

Iron Blyat.

## Year Accomplished

in 2022

## Position

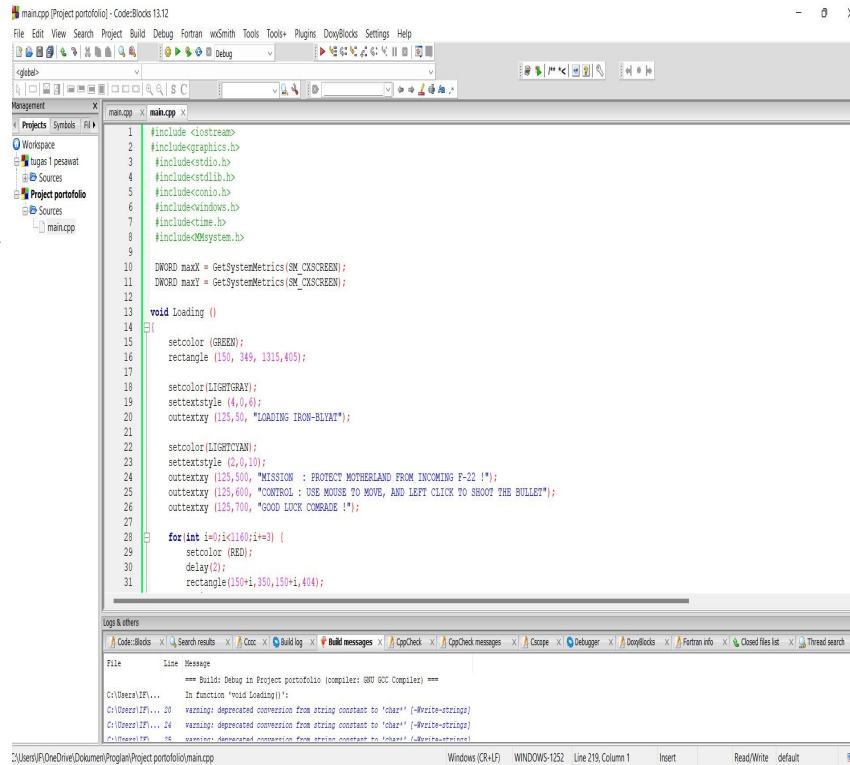
Coding game

## Publication Link

<https://github.com/filzaranger18/Portofolio>

## Project Description

"IRON-BLYAT" is a simple game based on space shooting Game. Each player must shoot objects or enemies coming from that location random or random. The player will lose if the object or enemy crosses the green line Where as the "limiter" of the game. Players have only one life or the opportunity when playing the game "IRON-BLYAT".



```

1 #include <iostream>
2 #include <graphics.h>
3 #include <stdio.h>
4 #include <stdlib.h>
5 #include <conio.h>
6 #include <windows.h>
7 #include <time.h>
8 #include <Msystem.h>
9
10 DWORD maxX = GetSystemMetrics(SM_CXSCREEN);
11 DWORD maxY = GetSystemMetrics(SM_CYSCREEN);
12
13 void Loading ()
14 {
15     setcolor (GREEN);
16     rectangle (150, 349, 1315, 405);
17
18     setcolor (LIGHTGRAY);
19     settextstyle (4, 0, 6);
20     outtextxy (125, 50, "LOADING IRON-BLYAT");
21
22     setcolor (LIGHTCYAN);
23     settextstyle (2, 0, 10);
24     outtextxy (125, 550, "MISSION : PROTECT MOTHERLAND FROM INCOMING F-22 !");
25     outtextxy (125, 600, "CONTROL : USE MOUSE TO MOVE, AND LEFT CLICK TO SHOOT THE BULLET");
26     outtextxy (125, 700, "GOOD LUCK COMRADE !");
27
28     for (int i=0; i<160; i++) {
29         setcolor (RED);
30         delay(2);
31         rectangle(150+i, 350, 150+i, 404);
    
```



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