CS101 PROJECT: LASSO GAME

Name: Abhijeet Pal   Roll No: 200100107

Video Link:
https://drive.google.com/file/d/1HmhBpgAsUV2odX5mTadCWxzL2WyjuZ_H/view?usp=sharing

Key Controls:

The key controls are part of the game and are well explained in the video.

Note: All characters are small.

Press "t" to start the lasso from the pivot.

Press "l" to loop the coin to the lasso. Beware of bombs.

Press "y" to yank the lasso to the pivot.

Press "i" to increase release speed of the lasso.

Press "r" to decrease release speed of lasso.

Press "a" to increase release angle of lasso.

Press "d" to decrease release angle of lasso.

Press "q" to quit

Yellow circles represent coin which are to be yanked. Each coin gives 1 Point.

Green circles represent coin which are to be necessarily collected. Otherwise, they will cost a life.

Red rectangles represent Bomb. Yanking a bomb will reduce 1 life.

Blue rectangles represent attracting magnets. They will attract all coins.

Black rectangles represent a LIFE BOX! A life will increase on collecting them.

The Target is represented on top left of the screen. It will change on each level.

The Time Left is in the top middle of the screen. A life will decrease when time left becomes 0.

The Level of game is represented on the top right of screen. They will change once you complete the target.

The Commands you type are represented just below the X axis to the right of origin.

The Lives left are represented below x axis in the middle of the screen.

The score or Coins are represented below Cmd.

Rest of the instructions are present in the game and shown in the video.
Link:https://drive.google.com/file/d/1HmhBpgAsUV2odX5mTadCWxzL2WyjuZ_H/view?usp=sharing

HAPPY GAMING!!