CSE2006-PROJECT

Taran   **19BCE7346**

CODE :

```
// BLOCK GAME //
  // Designed by : Taran //
  //19BCE7346//
float x = 360;
float y = random(0, 360);
float y2 = random(0, 360);
float y3 = random(0, 360);
float x2, x3;
boolean game_over = false;
PFont f;
void setup() {
  size(360, 360);
  background(255);
  f = createFont("Times New Roman", 30, true);
}
void randomrect(float rx, float ry, float rx2, float ry2, float rx3, float ry3) {
  fill(0);
  if (frameCount>60) {
    rect(rx2, ry2, 40, 40);
  }
  if (frameCount>120) {
    rect(rx3, ry3, 40, 40);
  }
  rect(rx, ry, 40, 40);
}

void gameover(float squarex, float squarey) {
  if (((mouseY>squarey) && (mouseY<squarey+40) && (squarex <= 80) && (squarex >= 0)) ||
((mouseY+40>squarey) && (mouseY+40<squarey+40) && (squarex <= 80) && (squarex >= 0)))
{
    textFont (f, 25);
    fill(255, 0, 0);
    text("GAME OVER \n TARAN\n19bce7346", 140, 160);
    game_over= true;
  }
}
void draw() {
  if (game_over == false) {
```

```
   println(y, y2, y3);
   background(255);
   noStroke();
   fill(255,140,0);
   rect(40, mouseY, 40, 40);
   x = x - 2;
   x2 = x2 -3;
   x3 = x3 -1;
   if ( x<  -40) {
     x = 360;
     y = random(0, 360);
   }
   if ( x2<  -40) {
     x2 = 360;
     y2 = random(0, 360);
   }
   if ( x3<  -40) {
     x3 = 360;
     y3 = random(0, 360);
   }
   randomrect(x, y, x2, y2, x3, y3);
   gameover(x, y);
   gameover(x2, y2);
   gameover(x3, y3);
  }
}
void mousePressed() {
  if (mouseButton == LEFT) {
    if (game_over == true) {
      x = x2 = x3 = 360;
      y = random(0, 360);
      y2 = random(0, 360);
      y3 = random(0, 360);
      game_over = false;
    }
  }
  if (mouseButton == RIGHT) {
    exit();
  }
}
```

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OUTPUT :