-Source Code

```c
#include<stdio.h>
#include<conio.h>
#include <time.h>
#include<Windows.h>
#include <thread>

//Global Variables
const int max_bullet = 5;
bool status[max_bullet];
int bx[max_bullet], by[max_bullet];

//Function Declaration
void erase_ship(int x, int y);
void erase_bullet(int x, int y);
void draw_ship(int x, int y);
void draw_bullet(int x, int y);
void gotoxy(int x, int y);
void setcursor(bool visible);
void setcolor(int fg, int bg);

//Main Loop
int main()
{
        clock_t start_t, this_t;
        start_t = clock();
        char ch = ' ';
        int x = 38, y = 20;
        setcursor(0);
        draw_ship(x, y);
        char dir{};
        do {
                this_t = clock();
                if (_kbhit()) {
                        ch = _getch();
                        if (ch == 'a')
                        {
                                dir = 'l';
                        }
                        if (ch == 'd')
                        {
                                dir = 'r';
                        }
                        if (ch == 's')
                        {
                                dir = 'i';
                        }

                        if (ch == ' ') //Key Shoot
                        {
                                for (int i = 0; i < max_bullet; i++)
                                {
                                        if (status[i] == 0)
                                        {
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                                        status[i] = 1;
                                        bx[i] = x + 2;
                                        by[i] = y - 1;
                                        break;
                                }
                        }
                }
                fflush(stdin);
            }

                        if (dir == 'l' && x > 0)
                        {
                                        erase_ship(x, y);
                                        draw_ship(--x, y);
                        }
                        if (dir == 'r' && x < 80)
                        {
                                        erase_ship(x, y);
                                        draw_ship(++x, y);
                        }
                        if (dir == 'i')
                        {
                                erase_ship(x, y);
                                draw_ship(x, y);
                        }
                        for (int i = 0; i < max_bullet; i++) //Shoot
                        {
                                if (status[i] == 1)
                                {
                                        erase_bullet(bx[i], by[i]);
                                        if (by[i] == 0)
                                        {
                                                status[i] = 0;
                                        }
                                        else
                                        {
                                                draw_bullet(bx[i], --by[i]);
                                        }
                                }
                        }
                Sleep(100);

        } while (ch != 'x');
        return 0;
}

//Function Setup
void draw_ship(int x, int y)
{
        setcolor(2, 4);
        gotoxy(x, y);
        printf(" -olo- ");
}

void draw_bullet(int x, int y)
{
        setcolor(4, 0);
        gotoxy(x, y);
```

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        printf(" | ");
}

void gotoxy(int x, int y)
{
        COORD c = { x, y };
        SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
}

void erase_ship(int x, int y)
{
        setcolor(0, 0);
        gotoxy(x, y);
        printf("        ");
}

void erase_bullet(int x, int y)
{
        setcolor(0, 0);
        gotoxy(x, y);
        printf("   ");
}

void setcursor(bool visible)
{
        HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
        CONSOLE_CURSOR_INFO lpCursor;
        lpCursor.bVisible = visible;
        lpCursor.dwSize = 20;
        SetConsoleCursorInfo(console, &lpCursor);
}

void setcolor(int fg, int bg)
{
        HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
        SetConsoleTextAttribute(hConsole, bg * 16 + fg);
}
```