

- The Screen Recording for the project -

[https://drive.google.com/file/d/18SxzHTOHI45rnZcFmfKDwH\\_IPrSZo-wP/view?usp=sharing](https://drive.google.com/file/d/18SxzHTOHI45rnZcFmfKDwH_IPrSZo-wP/view?usp=sharing)

## How To Play

- The main objective of the game is catching as many coins as possible.
- You have 3 lives at the start of the game, which decrease on failure to catch coins within the boundaries. (These boundaries are different for the three levels)
- When you have 0 lives left, the game ends and the coins you caught comprise your score.
- There are 3 difficulty levels to play in
  - Easy
  - Medium
  - Hard
- In the Easy level, the coins are simply thrown up (Here, the X-axis or the horizontal blue line below the Lasso is the boundary)
- In the Medium level, the coins move in a parabolic path leftwards. (Here, the Y-axis or the vertical blue line to the left of the Lasso acts as the boundary)
- In the Hard level, the coins move in a parabolic path rightwards and away from the Lasso, thus making it harder to catch. In addition to this, an extra boundary is added. (That is, in this level, the horizontal blue line that appears above the Lasso is now the new boundary)

## Controls

- Press 't' to Throw The Lasso
- Press 'y' to Yank The Lasso
- Press 'l' to Loop The Lasso
- Press '[' to Decrease angle of Release of Lasso
- Press ']' to Increase angle of Release of Lasso
- Press '=' to Increase the throwing speed of Lasso
- Press '-' to Decrease the throwing speed of Lasso
- Press 'q' to Exit to Main Menu during the game

## Enhancements added

- A **Start Menu** has been added. This start menu contains a START button, a CONTROLS button and an INSTRUCTIONS button. Clicking on the latter two buttons will display the controls and instructions that have been written above in this document. Further, there is also a QUIT button on the start menu.
- **Three Levels** have been added to the game.

- The second and third level (Medium and Hard levels) have incorporated the **Parabolic trajectory** for the coin, which was one of the suggested enhancements.
- A **Lives Mechanism** has been added which keeps a count of the number of lives left and decreases when we fail to catch a coin.
- The function of 'q' has been changed from quitting the application to **quitting to the main menu during the game**. A confirmation box appears on pressing 'q', which asks for confirmation of the same.
- A **Game Over screen** has been added which appears when the number of lives left is 0. This screen displays our score, that is the number of coins successfully caught by us. A MAIN MENU button and a QUIT button are also present on this screen.
- Lastly, the bugs present in the initial base code given for windows have also been corrected. That is, bugs pertaining to the illegal increase of score on yanking the lasso without catching a coin; Coins and parts of the lasso not being visible in the game.