

PLAYER 1

CPE C103

PLAYER 2

# GAME

# DEVELOPMENT

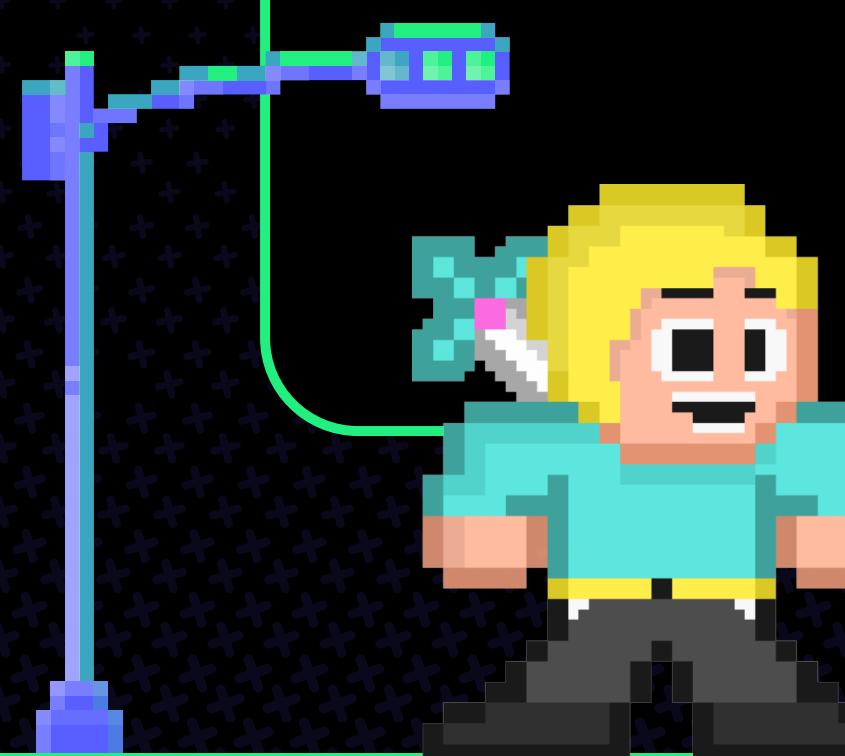
# PROJECT

START

MENU

SIGN IN

A SHORT PRESENTATION BY GROUP 2



MENU

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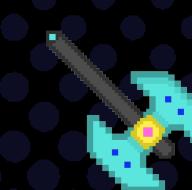
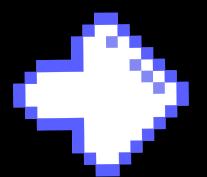
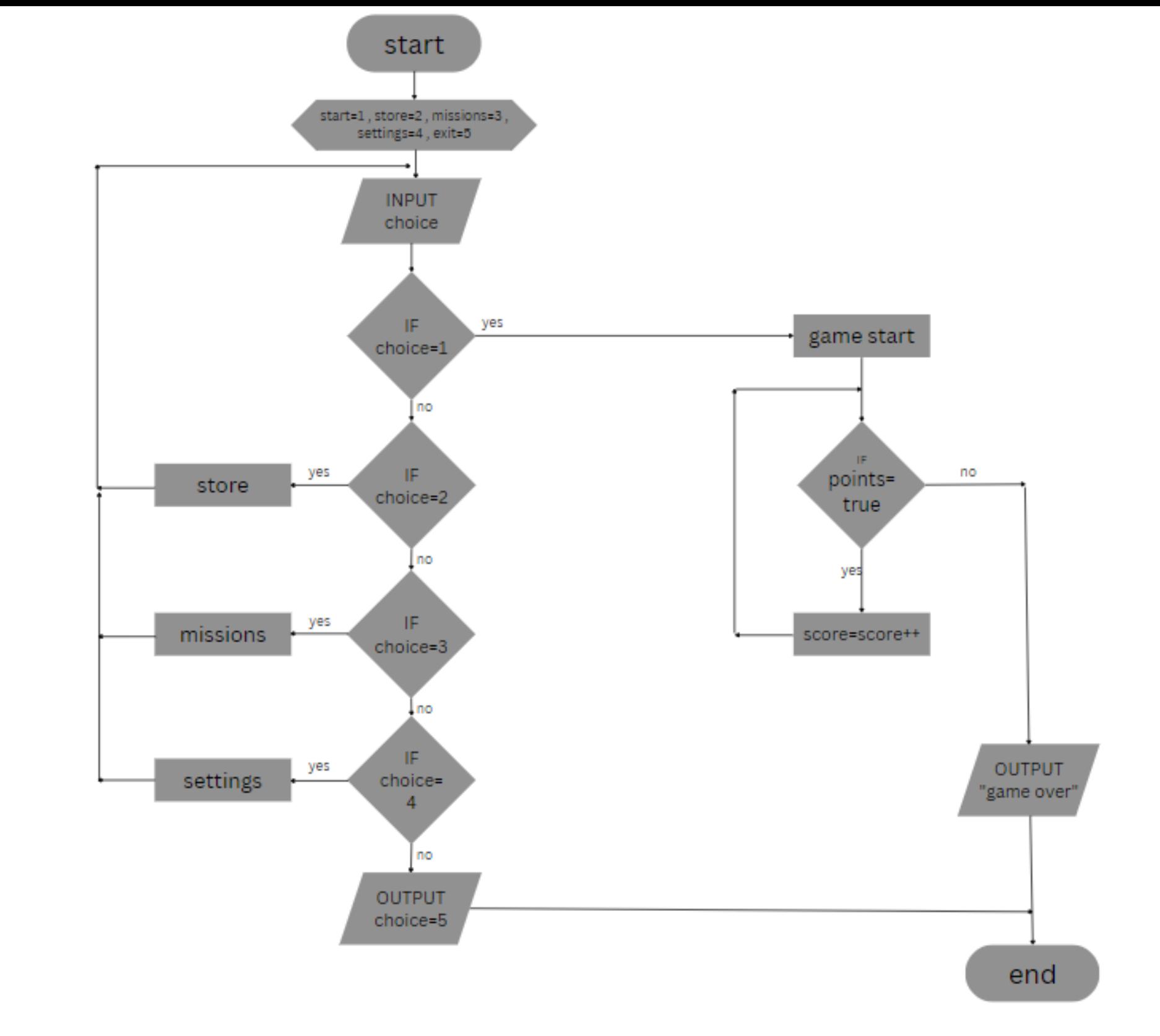
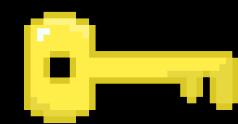


# PROJECT DESCRIPTION

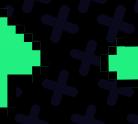
THE PLAYER CAN CONTROL A MONKEY CHARACTER USING THE LEFT, RIGHT, AND DOWN ARROW KEYS. SIMULTANEOUSLY, THESE ARROW KEYS WILL GENERATE A RANDOM NUMBER WHEN PRESSED AND THE USER MUST CLICK THE APPROPRIATE ARROW KEY ASSIGNED TO THAT NUMBER IN ORDER FOR THE GAME TO CONTINUE.



# OUR FLOWCHART

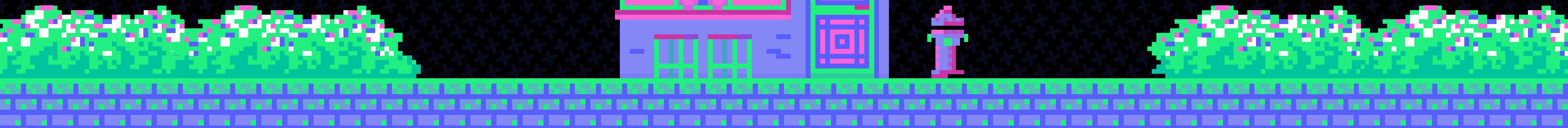


SIGN IN



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# GAME INTERFACE

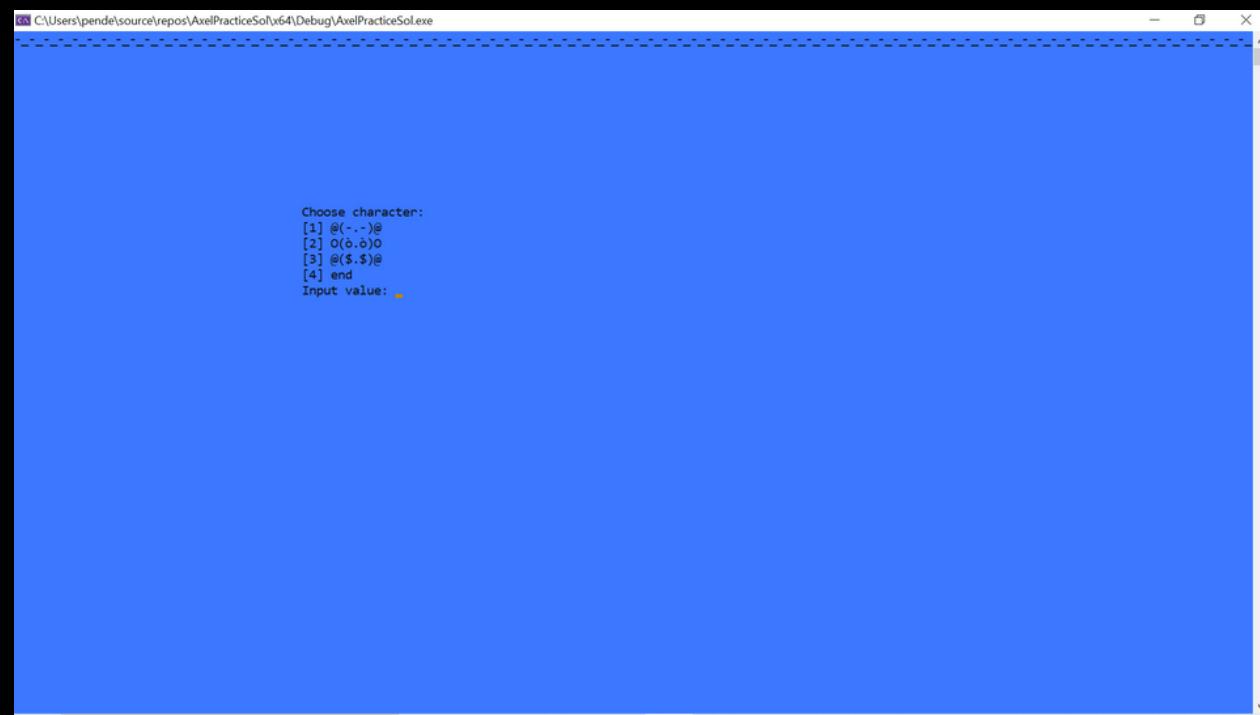
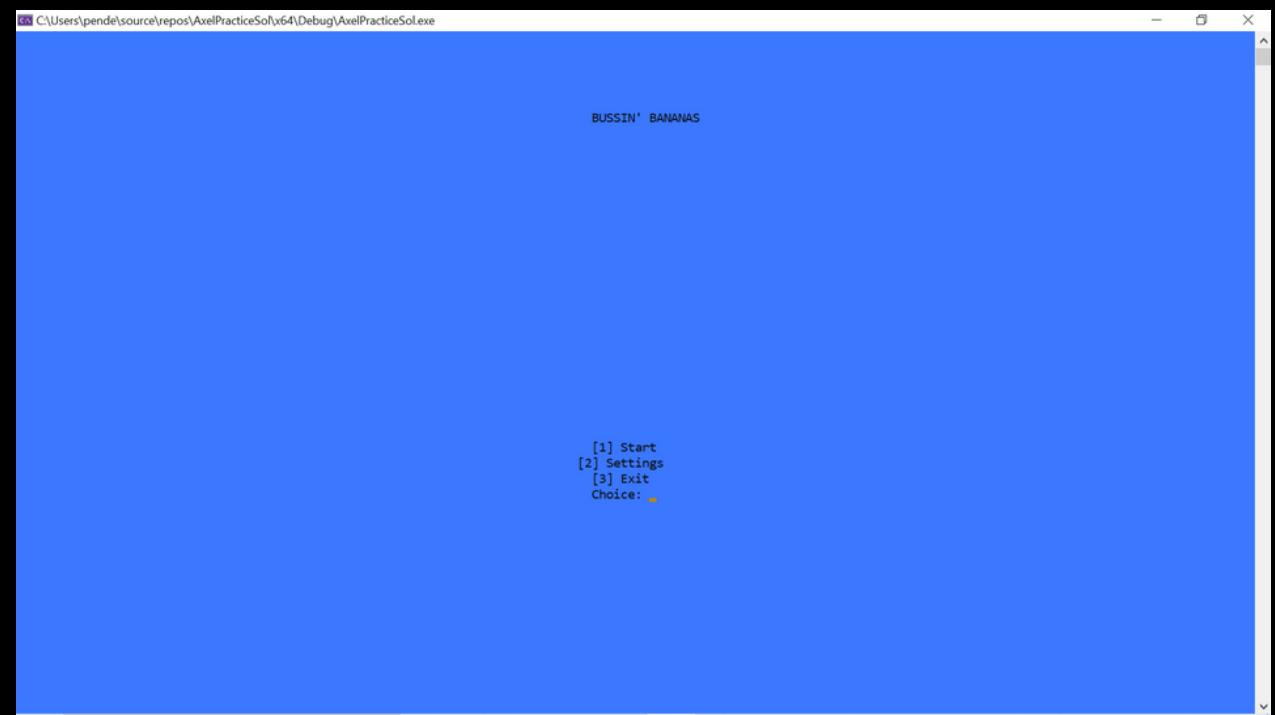


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# SAMPLE SCREENSHOTS



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# SAMPLE SCREENSHOTS

```
C:\Users\pende\source\repos\AxelPracticeSol\x64\Debug\AxelPracticeSol.exe
[ ]
1 * *
@{--}@
-{ }-
[ ]
2 * *
@{--}@
-{ }-
[ ]
3 * *
@{--}@
-{ }-
[ ]
3 * *
@{--}@
-{ }-
[ ]
3 * *
@{--}@
-{ }-
[ ]
1 * *
@{--}@
-{ }-
[ ]
1 * *
@{--}@
-{ }-
[ ]
1 * *
@{--}@
-{ }-
[ ]
```



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# SOURCE CODE

```
#include <iostream>
#include <windows.h>
#include <conio.h>
#include <tchar.h>
#include <MMSystem.h>
#include <stdio.h>
#include <stdlib.h>
#include <random>
#define KEY_UP 72
#define KEY_DOWN 80
#define KEY_LEFT 75
#define KEY_RIGHT 77
using namespace std;
int x, y;

void gotoxy(int x, int y) {
    COORD coord;
    coord.X = x;
    coord.Y = y;
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), coord);
}
```

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# SOURCE CODE

```
using namespace std;
void settings();

int main()
{
    system("color 90");
    int choice;
    char array[5][20] = { "[1] Start", "[2] Settings", "[3] Exit" };
    PlaySound(TEXT("AxelSound_out.wav"), NULL, SND_FILENAME | SND_LOOP | SND_ASYNC);
    MENU:
    system("cls");
    gotoxy(80, 5);
    cout << "BUSSIN' BANANAS";
    gotoxy(80, 26);
    cout << array[0];
    gotoxy(78, 27);
    cout << array[1];
    gotoxy(80, 28);
    cout << array[2];
    gotoxy(80, 29);
    cout << "Choice: ";
    cin >> choice;
```

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# SOURCE CODE

```
if (choice == 1)
{
    int a;
    int b;
    system("cls");
    cout << "-----" << endl;
    gotoxy(40, 11);
    cout << "Choose character:" << endl;
    gotoxy(40, 12);
    cout << "[1] @(-.-)@" << endl;
    gotoxy(40, 13);
    cout << "[2] O(••)O" << endl;
    gotoxy(40, 14);
    cout << "[3] @($.$)@" << endl;
    gotoxy(40, 15);
    cout << "[4] end" << endl;
    gotoxy(40, 16);
    cout << "Input value: ";
    system("color 99");
    cin >> a;
```

MENU



# SOURCE CODE

MENU

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# SOURCE CODE

```
if case KEY_DOWN:  
    cout << "      * * \n" << "      @(-.)@\\n" << "      -{ }-\\n" << "      [ ]\\n\\n";  
    break;  
default:  
    //goto MENU;  
    cout << dist(rd);  
  
    }  
}  
} while (b != KEY_UP);  
}  
else if (a == 2)  
{  
    system("cls");  
    gotoxy(100, 3);  
    cout << "!Game Start!";  
do  
{  
    cin >> b;  
    while (1)  
    {  
        b = 0;
```

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# SOURCE CODE

```
switch ((b = _getch())) {  
  
    case KEY_LEFT:  
        cout << " * * \n" << "@(.-)@\n" << " -{ }-\n" << " [ ]\n\n";  
        break;  
    case KEY_RIGHT:  
        cout << " * * \n" << " @(-.-)@\n" << " -{ }-\n" << " [ ]\n\n";  
        break;  
    case KEY_DOWN:  
        cout << " * * \n" << " @(-.-)@\n" << " -{ }-\n" << " [ ]\n\n";  
        break;  
    default:  
        //goto MENU;  
        cout << "";  
    }  
}  
}  
} while (b != KEY_UP);  
}  
else if (a == 3){  
    system("cls");  
    gotoxy(100, 3);  
    cout << "!Game Start!";
```

MENU

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# SOURCE CODE

```
do
{
    cin >> b;
    while (1)
    {
        b = 0;
        switch ((b = _getch())) {
        case KEY_LEFT:
            cout << " ** \n" << "@($.)@\n" << " -{ }-\n" << " [ ]\n\n";
            break;
        case KEY_RIGHT:
            cout << " * * \n" << " @($.)@\n" << " -{ }-\n" << " [ ]\n\n";
            break;
        case KEY_DOWN:
            cout << " * * \n" << " @($.)@\n" << " -{ }-\n" << " [ ]\n\n";
            break;
        default:
            //goto MENU;
            cout << "";
        }
    }
} while (b != KEY_UP);
```

MENU

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# SOURCE CODE

```
}

else if (a == 4) {

    goto MENU;
}
if (choice == 4)
    void gotoxy(int x, int y);
{
    COORD coord;
coord.X = x;
coord.Y = y;
SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), coord);
}

void settings();
{
    system("color 90");
    int c = 0;
    int cc;
    string setMusic = "[ON]";
system("cls");
```

MENU

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# SOURCE CODE

```
gotoxy(84, 20);
    cout << "MUSIC" << setMusic << endl;
    gotoxy(75, 36);
    cout << "[Left Arrow Key] TURN MUSIC ON" << endl;
    gotoxy(74, 37);
    cout << "[Right Arrow Key] TURN MUSIC OFF" << endl;
    gotoxy(74, 38);
    cout << "[Down Arrow Key] GO BACK TO MENU" << endl;

while (1)
{
    c = 0;
    switch ((c = _getch())) {
        case KEY_LEFT:
            setMusic = "[ON]"; // key left
            PlaySound(TEXT("AxelSound_out.wav"), NULL, SND_FILENAME | SND_LOOP | SND_ASYNC);
            system("cls");
            gotoxy(84, 10);
            cout << "MUSIC" << setMusic << endl;
            gotoxy(75, 26);
            cout << "[Left Arrow Key] TURN MUSIC ON" << endl;
            gotoxy(74, 27);
```

MENU

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# SOURCE CODE

```
cout << "[Right Arrow Key] TURN MUSIC OFF" << endl;
    gotoxy(74, 28);
    cout << "[Down Arrow Key] GO BACK TO MENU" << endl;
    break;
case KEY_RIGHT:
    setMusic = "[OFF]"; // key right
    PlaySound(0, 0, 0);
    system("cls");
    gotoxy(84, 10);
    cout << "MUSIC" << setMusic << endl;
    gotoxy(75, 26);
    cout << "[Left Arrow Key] TURN MUSIC ON" << endl;
    gotoxy(74, 27);
    cout << "[Right Arrow Key] TURN MUSIC OFF" << endl;
    gotoxy(74, 28);
    cout << "[Down Arrow Key] GO BACK TO MENU" << endl;
    break;
case KEY_DOWN:
    //goto MENU;
    break;
default:
    cout << endl << "" << endl; // not arrow
```

MENU

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# SOURCE CODE

```
break;
    }
}

return 0;
}

} else if (choice == 2){
    system("color 90");
    int c = 0;
    int cc;
    string setMusic = "[ON]";
    system("cls");
    gotoxy(84, 20);
    cout << "MUSIC" << setMusic << endl;
    gotoxy(75, 36);
    cout << "[Left Arrow Key] TURN MUSIC ON" << endl;
    gotoxy(74, 37);
    cout << "[Right Arrow Key] TURN MUSIC OFF" << endl;
    gotoxy(74, 38);
    cout << "[Down Arrow Key] GO BACK TO MENU" << endl;

while (1)
```

MENU

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# SOURCE CODE

```
{  
    c = 0;  
    switch ((c = _getch())) {  
        case KEY_LEFT:  
            setMusic = "[ON]"; // key left  
            PlaySound(TEXT("AxelSound_out.wav"), NULL, SND_FILENAME | SND_LOOP | SND_ASYNC);  
            system("cls");  
            gotoxy(84, 10);  
            cout << "MUSIC" << setMusic << endl;  
            gotoxy(75, 26);  
            cout << "[Left Arrow Key] TURN MUSIC ON" << endl;  
            gotoxy(74, 27);  
            cout << "[Right Arrow Key] TURN MUSIC OFF" << endl;  
            gotoxy(74, 28);  
            cout << "[Down Arrow Key] GO BACK TO MENU" << endl;  
            break;  
        case KEY_RIGHT:  
            setMusic = "[OFF]"; // key right  
            PlaySound(0, 0, 0);  
            system("cls");  
            gotoxy(84, 10);  
            cout << "MUSIC" << setMusic << endl;
```

MENU

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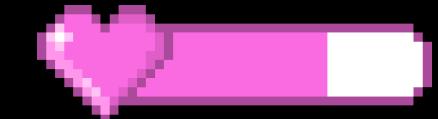
♦ 07



# SOURCE CODE

```
gotoxy(75, 26);
    cout << "[Left Arrow Key] TURN MUSIC ON" << endl;
    gotoxy(74, 27);
    cout << "[Right Arrow Key] TURN MUSIC OFF" << endl;
    gotoxy(74, 28);
    cout << "[Down Arrow Key] GO BACK TO MENU" << endl;
    break;
case KEY_DOWN:
    goto MENU;
    break;
default:
    cout << endl << "" << endl; // not arrow
    break;
}
}
}
```

MENU



THANK YOU!

- RESONATE GAMES