*SOURCE CODE*

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<stdlib.h>

#include"LOAD.H"

#include"MAN.H"

#include"INSTRUCT.H"

#include"ABOUT.H"

#define UP 72

#define DOWN 80

#define ENTER 13

dabout()

{

char c;

cleardevice();

while (1)

{

while(!kbhit())

{

about();

}

c=getch();

if (c==BACKSPACE)

return;

else;

}

}

dinstruct()

{

char c;

cleardevice();

while (1)

{

while(!kbhit())

{

instructions();

}

c=getch();

if (c==BACKSPACE)

return;

else;

}

}

void menu()

{

int s=1,t=0,a,p=140;

do

{

do

{

setbkcolor(BLACK);

cleardevice();

setcolor(YELLOW);

settextstyle( 1, 0, 4 );

outtextxy( 230, 30, "MENU" );

setfillstyle(1,2);

bar( 140, 80, 400, 82 );

settextstyle( 1, 0, 1 );

setcolor(YELLOW);

outtextxy( 220, 137, "NEW GAME" );

outtextxy( 220, 167, "INSTRUCTION" );

outtextxy( 220, 197, "ABOUT" );

outtextxy( 220, 227, "EXIT" );

setcolor(4);

rectangle( 200, p, 350, p + 20 );

a=getch();

switch(a)

{

case UP:if(p>140)

{

p-=30;

s--;

} break;

case DOWN:if(p<230)

{

p+=30;

s++;

} break;

case ENTER:a=1; break;

default: break;

}

}

while(a!=1);

switch(s)

{

case 1: {

cleardevice();

new\_game();

setcolor(BLACK);

}

break;

case 2: {

cleardevice();

dinstruct();

setcolor(BLACK);

setfillstyle(SOLID\_FILL,0);

floodfill(1,1,0);

}

break;

case 3: {

cleardevice();

dabout();

setcolor (BLACK);

setfillstyle(SOLID\_FILL,0);

floodfill(1,1,0);

}

break;

case 4:

{

closegraph();

exit(0);

break;

}

}

}

while(t==0);

getch();

}

//MAIN PROGRAM

void main()

{

int gdriver=DETECT, gmode, errorcode;

initgraph(&gdriver, &gmode,"c:\\tc\\bgi");

errorcode=graphresult();

if(errorcode!=grOk)

{

printf("Graphics error: %s \n",grapherrormsg(errorcode));

printf("Press any key to exit");

getch();

exit(1);

}

load();

menu();

getch();

}

Headers files

LOAD.H

void load()

{

int x, y, rb=25, rs=2;

int i=1, c=1, rot=5;

x=getmaxx()/2-40;

y=getmaxy()/2+80;

setcolor(WHITE);

settextstyle(SMALL\_FONT, HORIZ\_DIR, 4);

outtextxy(445,455,"Copyright(c) All Rights Reserved");

outtextxy(480,465,"by SAKSHAM & DEEPAK.");

settextstyle(SANS\_SERIF\_FONT,HORIZ\_DIR,3);

outtextxy(x-50,y+50,"....loading....");

settextstyle(1,HORIZ\_DIR,8);

setcolor(RED);

outtextxy(getmaxx()/2-275,getmaxy()/2-200,"RUN FOR LIFE");

settextstyle(1,HORIZ\_DIR,3);

setcolor(YELLOW);

outtextxy(getmaxx()/2-100,getmaxy()/2-70,"....WELCOME....");

while(c<=9\*rot)

{

int a=0, b;

if (i%10==0) i=1;

for (b=1; b<=2; b++)

{

if (b==1)

{

setcolor(WHITE);

setfillstyle(SOLID\_FILL,WHITE);

}

else

{

setcolor(getbkcolor());

setfillstyle(SOLID\_FILL,getbkcolor());

}

switch (i)

{

case 1 : {

a++;

circle(x,y-rb,rs);

if (b==1) floodfill(x,y-rb,WHITE);

else floodfill(x,y-rb,getbkcolor());

}

case 2 : {

a++;

circle(x+rb/1.414,y-rb/1.414,rs);

if (b==1) floodfill(x+rb/1.414,y-rb/1.414,WHITE);

else floodfill(x+rb/1.414,y-rb/1.414,getbkcolor());

}

case 3 : {

a++;

circle(x+rb,y,rs);

if (b==1) floodfill(x+rb,y,WHITE);

else floodfill(x+rb,y,getbkcolor());

}

case 4 : {

a++;

circle(x+rb/1.414,y+rb/1.414,rs);

if (b==1) floodfill(x+rb/1.414,y+rb/1.414,WHITE);

else floodfill(x+rb/1.414,y+rb/1.414,getbkcolor());

if (a==4) break;

}

case 5 : {

a++;

circle(x,y+rb,rs);

if (b==1) floodfill(x,y+rb,WHITE);

else floodfill(x,y+rb,getbkcolor());

if (a==4) break;

}

case 6 : {

a++;

circle(x-rb/1.414,y+rb/1.414,rs);

if (b==1) floodfill(x-rb/1.414,y+rb/1.414,WHITE);

else floodfill(x-rb/1.414,y+rb/1.414,getbkcolor());

if (a==4) break;

}

case 7 : {

a++;

circle(x-rb,y,rs);

if (b==1) floodfill(x-rb,y,WHITE);

else floodfill(x-rb,y,getbkcolor());

if (a==4) break;

}

case 8 : {

a++;

circle(x-rb/1.414,y-rb/1.414,rs);

if (b==1) floodfill(x-rb/1.414,y-rb/1.414,WHITE);

else floodfill(x-rb/1.414,y-rb/1.414,getbkcolor());

if (a==4) break;

}

}//end switch

if (b==1) delay(100);

}//end for

i++;

c++;

}//end while

}

MAN.H

#define LEFT 75

#define RIGHT 77

#define UP 72

#define DOWN 80

#define BACKSPACE 8

#define ENTER 13

#define SPACEBAR 32

#define NUM 10

void face(int a)

{

setcolor(CYAN);

rectangle(100,425,200,479);

setfillstyle(SOLID\_FILL, CYAN);

floodfill(101,426,CYAN);

//face

setcolor(YELLOW);

circle(150,452,25);

setfillstyle(SOLID\_FILL,YELLOW);

floodfill(150,452,YELLOW);

//eyes

setcolor(BLACK);

if (a)

{

fillellipse(137, 442, 2, 6);

fillellipse(163, 442, 2, 6);

}

else

{

fillellipse(137, 442, 2, 3);

fillellipse(163, 442, 2, 3);

}

setfillstyle(SOLID\_FILL,BLACK);

floodfill(137,442,BLACK);

floodfill(163,442,BLACK);

//mouth

ellipse(150,460,180,360,15,9);

line(135,460,165,460);

floodfill(136,461,BLACK);

//tounge

if (a)

{

setcolor(RED);

ellipse(150,460,180,360,7,15);

line(143,460,157,460);

setfillstyle(SOLID\_FILL,RED);

floodfill(150,474,RED);

setcolor(BLACK);

line(150,462,150,472);

}

}

void run\_man(int a, int x)

{

setcolor(RED);

circle(350+x,280,5);

setfillstyle(SOLID\_FILL, RED);

floodfill(350+x,280,RED);

line(350+x,285,350+x,295);

if(a)

{

//Rhand

line(350+x,288,345+x,295);

line(345+x,295,343+x,285);

//Lhand

line(350+x,288,355+x,298);

line(355+x,298,355+x,292);

//legs

line(350+x,295,347+x,302);

line(350+x,295,355+x,308);

}

else

{

//R\_hand

line(350+x,288,345+10+x,295);

line(345+10+x,295,343+14+x,285);

//L\_hand

line(350+x,288,355-10+x,298);

line(355-10+x,298,355-10+x,292);

//legs

line(350+x,295,347+6+x,302);

line(350+x,295,355-10+x,308);

}

}

void track(void)

{

setcolor(GREEN);

rectangle(250,0,250+200,479);

rectangle(250-15,0,250+200+15,479);

setfillstyle(XHATCH\_FILL,GREEN);

floodfill(250-2,2,GREEN);

floodfill(250+200+2,2,GREEN);

}

void generate\_bar( int n, int lt[], int tp[] )

{

int l,t;

l=250+random(172);

t=-(5+random(470));

lt[n]=l; tp[n]=t;

}

void generate\_circle(int n, int cx[], int cy[], int cr[])

{

int x,y,r;

r=5+random(15);

x=250+r+random(200-2\*r);

y=-(r+random(470));

cx[n]=x; cy[n]=y; cr[n]=r;

}

void scoring(long int \*sco, int \*vel )

{

char score[20];

if (\*vel < 200)

\*sco = \*sco+20;

else if (\*vel==200)

(\*sco)++;

else

\*sco = \*sco-20;

setcolor (RED);

settextstyle(2,0,6);

sprintf(score, "SCORE: %d", \*sco);

outtextxy(10,50,score);

sprintf(score, "VELOCITY %d km/h", 10000/(\*vel));

outtextxy(10,100,score);

setcolor(YELLOW);

outtextxy(10,150,"MENU = BACKSPACE");

outtextxy(10,200,"PAUSE = SPACEBAR");

}

int out(int \*move)

{

if (

getpixel(350+(\*move),280-5) != RED ||

getpixel(350+(\*move)+5,280) != RED ||

getpixel(350+(\*move)-5,280) != RED

)

return 1;

else return 0;

}

void game\_over\_face(int a)

{

setcolor(CYAN);

rectangle(100,425,200,479);

setfillstyle(SOLID\_FILL, CYAN);

floodfill(101,426,CYAN);

//wound

if (a)

{

setcolor(RED);

setfillstyle(SOLID\_FILL,RED);

circle(145,427,7);

floodfill(145,427,RED);

};

//face

setcolor(YELLOW);

circle(150,452,25);

setfillstyle(SOLID\_FILL,YELLOW);

floodfill(150,452,YELLOW);

//eyes

setcolor(BLACK);

setfillstyle(SOLID\_FILL,BLACK);

if (a)

{

circle(137, 442, 4);

circle(163, 442, 8);

}

else

{

circle(137, 442, 8);

circle(163, 442, 4);

}

floodfill(137,442,BLACK);

floodfill(163,442,BLACK);

//mouth

ellipse(150,460,180,360,15,9);

line(135,460,165,460);

floodfill(136,461,BLACK);

//TEETH

setcolor(WHITE);

setfillstyle(SOLID\_FILL,WHITE);

if (a)

{

rectangle(142,460,142+3,460+4);

rectangle(149,460,149+3,460+4);

floodfill(142+1,460+1,WHITE);

floodfill(149+1,460+1,WHITE);

}

else

{

rectangle(156,460,156+3,460+4);

rectangle(163,460,163+3,460+4);

floodfill(156+1,460+1,WHITE);

floodfill(163+1,460+1,WHITE);

}

}

void score\_box(int s)

{

int x,y;

char score[20]={'\0'};

x=getmaxx()/2-150;

y=getmaxy()/2-150;

setcolor(LIGHTGRAY);

setfillstyle(XHATCH\_FILL,LIGHTGRAY);

rectangle(x, y, x+300, y+225);

floodfill(x+1,y+1,LIGHTGRAY);

setcolor(CYAN);

setfillstyle(SOLID\_FILL,CYAN);

rectangle(x+25, y+25, x+300-25, y+25+50);

floodfill(x+25+1, y+25+1, CYAN);

rectangle(x+25, y+125, x+300-25, y+125+50);

floodfill(x+25+1, y+125+1, CYAN);

setcolor(BLACK);

settextstyle(2, 0, 4);

sprintf(score, "YOURE SCORE %d",s);

outtextxy(x+50, y+50, score);

outtextxy(x+50, y+150, "PRESS BACKSPACE FOR MENU");

}

int game\_over(int s)

{

int a=0;

char c='\0';

while(1)

{

while(!kbhit())

{

cleardevice();

score\_box(s);

game\_over\_face(a++%2);

delay(300);

}

c=getch();

if (c==BACKSPACE)

return c;

else;

}

}

void new\_game()

{

int a=0, velocity=200, tr1=0, tr2=-480;

int time=0, i=0, m=0;

int \*vel, \*t1, \*t2, \*move;

char \*c;

long int \*sco, score=0;

int cx[NUM], cy[NUM], cr[NUM], lt[NUM], tp[NUM];

vel=&velocity; t1=&tr1; t2=&tr2; move=&m; sco=&score;

clrscr();

while (1)

{

while (!kbhit())

{

char msg[20]={'\0'};

clearviewport();

track();

outtextxy(50,70,msg);

scoring( sco, vel );

run\_man(a++%2,\*move);

face((a+1)%2);

if (((\*t1)%960)==0)

{ i=NUM/2;

while (i--)

{

generate\_circle( i, cx, cy, cr );

generate\_bar( i, lt, tp );

}

\*t1=0;

}

if (((\*t1)%480)==0 && \*t1!=0)

{ i=NUM-1;

while (i>=NUM/2)

{

generate\_circle( i, cx, cy, cr );

generate\_bar( i, lt, tp );

i--;

}

\*t2=0;

}

i=NUM;

while(i--)

{

int x;

x=random(15);

if (x==0 || x==4 )

x=3;

setcolor(x);

setfillstyle(SOLID\_FILL, x);

if (i<NUM/2)

{

circle(cx[i], cy[i]+(\*t1), cr[i]);

bar3d(lt[i], tp[i]+(\*t1), lt[i]+25, tp[i]+20+(\*t1), 25/4, 1);

floodfill(cx[i], cy[i]+(\*t1), x);

}

else

{

circle(cx[i], cy[i]+(\*t2), cr[i]);

bar3d(lt[i], tp[i]+(\*t2), lt[i]+25, tp[i]+20+(\*t2), 25/4, 1);

floodfill(cx[i], cy[i]+(\*t2), x);

}

}

if (out(move))

{

\*c=game\_over(\*sco);

return;

}

delay(\*vel);

\*t1 = \*t1 + 20;

\*t2 = \*t2 +20;

time++;

}

\*c=getch();

if (\*c==LEFT && \*move > -100)

\*move = \*move - 10;

else if (\*c==RIGHT && \*move < 100)

\*move = \*move + 10;

else if (\*c==UP && \*vel > 50)

\*vel = \*vel - 5;

else if (\*c==DOWN && \*vel < 400)

\*vel = \*vel + 5;

else if (\*c==BACKSPACE)

{

\*c=game\_over(\*sco);

return;

}

else if (\*c==SPACEBAR)

{

settextstyle(2,0,6);

setcolor(BLACK);

outtextxy(10,200,"PAUSE = SPACEBAR");

setcolor(YELLOW);

outtextxy(10,200,"CONTINUE = SPACEBAR");

while (1)

{

while (!kbhit()) {}

\*c=getch();

if (\*c==SPACEBAR)

{ setcolor(BLACK);

outtextxy(10,200,"CONTINUE = SPACEBAR");

break;

}

else ;

}

}

else;

}

}

INSTRUCT.H

void instructions()

{

settextstyle(6,0,5);

setcolor(14);

setbkcolor(4);

outtextxy(70,30,"INSTRUCTIONS OF THE GAME");

line(60,83,565,83);

settextstyle(11,0,5);

setcolor(11);

outtextxy(100,150,"...GAME HAS BEEN CREATED FOR A PERSON OF ANY AGE...");

outtextxy(100,190,"SOME EASY INSTRUCTIONS WHICH ARE TO BE FOLLOWED ARE:");

outtextxy(100,250,"FOR INCREASING THE SPEED (also increase score)");

setcolor(14);

line(50,240,50,260);

line(50,240,40,250);

line(50,240,60,250);

setcolor(11);

outtextxy(100,290,"FOR DECREASING THE SPEED (also decrease score)");

setcolor(14);

line(50,280,50,300);

line(50,300,40,290);

line(50,300,60,290);

setcolor(11);

outtextxy(100,330,"FOR MOVING LEFT");

setcolor(14);

line(40,330,60,330);

line(40,330,50,320);

line(40,330,50,340);

setcolor(11);

outtextxy(100,370,"FOR MOVING RIGHT");

setcolor(14);

line(40,375,60,375);

line(60,375,50,365);

line(60,375,50,385);

setcolor(11);

outtextxy(100,410,"FOR PAUSE OR CONTINUE THE GAME");

setcolor(14);

rectangle(10,405,80,420);

outtextxy(25,409,"SPACE");

outtextxy(360,310,"THE MOST IMPORTANT OF ALL IS TO");

outtextxy(420,350,"\"MIND YOUR HEAD\"");

outtextxy(390,390,"FROM THE INCOMING OBSTACLES");

}

ABOUT.H

void about()

{

int i;

settextstyle(1,0,4);

setcolor(4);

setbkcolor(15);

outtextxy(20,30,"ABOUT THE DEVELOPERS OF THE GAME");

settextstyle(11,0,1);

setcolor(1);

outtextxy(110,150,"THIS \"RFL GAME\" HAS BEEN CODED AND COMPILED BY");

settextstyle(11,0,1);

setcolor(4);

outtextxy(70,200,"SAKSHAM ARORA");

line(65,210,175,210);

outtextxy(78,220,"02120902714");

outtextxy(78,240,"CSE 3RD SEM");

outtextxy(103,260,"GBPEC");

outtextxy(400,200,"DEEPAK KUMAR PANDEY");

line(395,210,555,210);

outtextxy(433,220,"04220902714");

outtextxy(433,240,"CSE 3RD SEM");

outtextxy(457,260,"GBPEC");

setcolor(CYAN);

rectangle(240,225,340,279);

setfillstyle(SOLID\_FILL, CYAN);

floodfill(301,226,CYAN);

setcolor(YELLOW);

circle(290,252,25);

setfillstyle(SOLID\_FILL,YELLOW);

floodfill(301,253,YELLOW);

setcolor(1);

ellipse(290,260,180,360,15,9);

circle(280,245,2);

setfillstyle(SOLID\_FILL,1);

floodfill(280,245,1);

circle(300,245,2);

setfillstyle(SOLID\_FILL,1);

floodfill(300,245,1);

setcolor(1);

outtextxy(215,310,"UNDER THE GUIDANCE OF");

setcolor(4);

outtextxy(225,330,"Ms. RINKLE ASWANI");

outtextxy(235,350,"ASST. PROFESSOR");

outtextxy(270,370,"GBPEC");

setfillstyle(SOLID\_FILL,CYAN);

for(i=0;i<650;i++)

{

bar(0,465,i,485);

bar(0,0,i,15);

}

for(i=0;i<550;i++)

{

bar(0,0,15,i);

bar(627,0,640,i);

}

}

OUTPUT













