

Detailed User Help

Basic instructions and disclaimers

0) Read this carefully before running the application.

1) To open the Lasso application, execute the following command in terminal

```
cd lasso  
s++ UI.cpp Help.cpp Control.cpp main.cpp coin.cpp lasso.cpp MovingObject.cpp Store.cpp Levels.cpp
```

2) The application might take some time to appear on screen, so it is advised to be patient.

3) Enter the username (single word only) in the terminal once the home interface of the application opens up, as instructed below the introductory statement.

4) If you wish to refer the main game instructions and controls, click on the **Help Button**. A new page will open up displaying the main controls and coin types.

5) If you wish to play the game, click the **Play Button** to start the game. Another page will appear displaying different modes in which the game can be played in- **Cluster, Scatter** and **Explode**. Click on the preferred mode.

Note- If any of the three mode buttons is clicked more than once, the whole interface will shut down.

6) A new window opens up over the previous and the previous window is rendered inactive. The game interface will take some time to initiate.

7) The description of the game interface and the controls for playing the game are present in the upcoming sections.

7) After playing the game a few times, you can look up certain statistics about the performance by clicking on the **Statistics Button**. Another page displaying various stats of the user such as total score, highest score will open up.

Note: - It will take more time for this page to load as compared to others, so be patient.

8) To exit the application, click on the **Quit Button**.

Note: - This cannot be performed immediately after opening up the application as the username must be entered. After entering the username, the user is free to exit the application.

Game Modes

S. No	Mode	Description
0	Cluster	In this mode, the coins move with relatively low speeds and are projected at angles close to 90 degrees.
1	Scatter	In this mode, the coins move at relatively moderate speeds and are projected at wider angles (80-130 degrees).
2	Explode	In this mode, the coins move at the fastest speeds and are projected at the widest angles (80-170 degrees).

Game interface

The game interface has the following components-

S. No	Component	Description
0	Margins	These are blue lines (vertical and horizontal) that are conveniently placed to position the other components. The horizontal line is the base from which the coins are projected.
1	Clock	Displays the remaining time left
2	Remaining lasso yanks	Displays the remaining number of lasso yanks
3	Remaining lasso loops	Displays the remaining number of lasso loops
4	Name	Displays the name of the user
5	Cmd	Displays the key that has been pressed most recently
6	Score	Displays the score
7	Coins	The objects that need to be collected or avoided as part of the game agenda
8	Lasso	The object that can be controlled by the user for the purpose of collecting coins.

Coin types

S. No	Type	Symbol	Description
0	Normal coin	c	Adds one point to the score (+1)
1	Bomb coin	b	Deducts one point from the score (-1)
2	Speed coin	s	Provides speed boost in x and y direction (+v)
3	Time coin	t	Adds 15-time units to the remaining time (+t)
4	Magnet coin	m	Makes the lasso draw the surrounding coins (+M)
5	Freeze coin	f	Freezes the lasso (F)
6	Enlarge coin	e	Increases the radius of the lasso loop (E)
7	Yank coin	y	Increases the remaining lasso yanks by one (Y)
8	Loop coin	l	Increases the remaining lasso loops by one (L)
9	Random coin	r	Randomly acts like one of the other coin types.

Playing methodology

0) The game play is entirely keyboard operated.

1) The keys for performing various actions are as follows: -

S. No	Key	Action
0	t	Throw lasso
1	y	Yank lasso
2	l	Release loop
3	q	Quit game
4	[Decrease release angle
5]	Increase release angle
6	-	Decrease release speed
7	=	Increase release speed

- 2) Once the game begins, the clock at the top right corner will show the **time remaining**. At the top left corner, the remaining number of **lasso yanks and lasso loops** will be displayed.
- 3) The coins will get projected into the air with random speeds at pseudo random time intervals. The player may wish to act accordingly using the keys mentioned in point 1.
- 4) Once a coin(s) has been captured, a suitable message will be displayed on screen next to the lasso denoting the response (ex- +1/-1 to the score, time extension, etc.).
- 5) When one of the following conditions is met, the game will end-
- i) When the time on the clock reaches zero.
 - ii) When the remaining number of lasso yanks reaches zero
 - iii) When the remaining number of lasso loops reaches zero.
- 6) Once the game ends, a message displaying the number of coins captured will appear. The username and the score are stored automatically. The game will automatically redirect the user to the previous page in few seconds.
- 7) If the game is exit midway, the score at the time of quitting will still be considered and stored.
- 8) You can click on the mode buttons if you wish to play again. Each time one plays the game, the location and type of coins will most probably vary.

Have fun playing!