

# CS 101 Project

Name: Kabra Jash Rajgopal

Roll No:200050054

TA Name: Abhishek Raut

Link for video:

[https://drive.google.com/file/d/1e0LqA3VPQDEtKIXLcdS-CJgSrbl\\_G370/view?usp=sharing](https://drive.google.com/file/d/1e0LqA3VPQDEtKIXLcdS-CJgSrbl_G370/view?usp=sharing)






## **1.How to compile on Windows**

- There are 2 ways to compile.
- If you are using simple codeblocks:
  - 1. Open command prompt (search "cmd" in the search box).
  - 2. Type: `cd <paste the path to your folder>` (without < and >), and hit enter.
  - 3. Type: `g++ -std=c++11 -o lasso lasso.cpp MovingObject.cpp coin.cpp main.cpp -lsprite -lbgi -lgdi32 -lcomdlg32 -luuid -oleaut32 -ole32`. Hit enter. After that, type `lasso` and hit enter. Hopefully it should run.
- The other way is to use the normal codeblocks version(not simple). There you can compile directly.

## 2. The Different Controls

- t : Throws the lasso
- y: Yanks the lasso(Lasso comes back to original position using this)
- l: Loops the lasso(Command to catch the coin) (If any coin is within range it is caught)
- [: Decreases lasso angle
- ]: Increases lasso angle
- q: Quit Game(Note : Your score will be saved only if you quit using q and not close the initCanvas window directly)

## 3.The different types of coins

-  Yellow: Normal coin
-  Red : Bomb(Game over if you catch this)
-  Green : Slowdown Coin(of lasso speed)
-  Blue : SpeedUp Coin(of lasso)
-  Purple: Negative Coin(Number of Coins get decreased if you catch this)

## 4.The different levels

- 1) Coin goes in a straight line . Catch it twice to complete the level.
- 2) Coin goes in a parabola. Catch it twice to complete the level.
- 3) 2 coins appear in this level. Catch them both together to proceed to next level(Catching 1 of them does no good)

- 4) 1 coin and 1 bomb. Catch the coin twice to complete the level. If you mistakenly catch the bomb you'll disqualify and game will be over.
- 5) 1 coin, 1 speedup coin, 1 slowdown coin. Catch normal coin twice to proceed to next level. Speedup and Slowdown coins change lasso speed.
- 6) 1 coin, 1 negative coin. Catch normal coin twice to complete this level and the game. Catching negative coin will decrease the number of coins.

### **Miscellaneous**

- There is a high score table maintained which contains the top 5 high scores and their names.
- Top 5 Players and their names are stored in 2 separate files which you can keep track of. The highscore table will also be displayed everytime you play the game.