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Fruit Catcher is an arcade style game of endurance with fruit falling from the sky. It is up to you to catch as many as you can to get a high score.



Quit

Left

Right

The game runs using ncurses, a programming library that emulates a terminal for PCs that may not be able to compile the game on their own machine. The game starts by scanning the entire screen for a fruit. If no fruit is detected, one is spawned in a random position with its speed set at random as well. The arrow keys move the basket. If the fruit touches the basket at the bottom of the screen, it spawns another random fruit. If the game does not detect a basket catching the fruit, the game ends and your score is shown.

Key Features

Title Screen

Launching the game for the first time shows a menu screen with the name of the game. The game only starts when any key is pressed.

Game Project For Sir Gabriel Awatin, a Console game called catch the fruit

Both Platforms Are now Supported!

If Both Executables Don't Work During Your Download Refer To The Instructions Below

Instructions For Mac

1. Download Xcode Command Line Tools or Homebrew for ncurses
2. Download the folder Called `Catch The Fruit Mac` everything inside
3. Run In Terminal With the Folder
4. type in `clang -o catch_the_fruit catch_the_fruit.c -lncurses`
5. Enjoy the Game

Instructions For PC

1. Install MinGW
2. Download MinGW: <https://sourceforge.net/projects/mingw/>
3. Compile The Program By Opening Windows Terminal : `gcc catch_the_fruit.c -o catch_the_fruit.exe -lncurses -DNCURSES_STATIC` (Credit to <https://stackoverflow.com/a/75704765>)
4. Run The Executive Program

Enjoy!!

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