

The Lasso Game: Karrthik Arya,

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PLS IGNORE THE a.out FILE and lasso SHARED LIBRARY FILE THAT HAVE BEEN ADDED BY MISTAKE. PLS COMPILE AGAIN USING THE FILES lasso.cpp MovingObject.cpp coin.cpp main.cpp AND TEST THE PROGRAM. ALSO MAKE SURE TO RUN THE PROGRAM ON LINUX BECAUSE ON WINDOWS MANY COLOURS USED IN THE PROGRAM DO NOT APPEAR.

- ❖ Press any key on the keyboard to start the game.
- ❖ Aim of the game is to adjust and throw the lasso to catch as many coins as possible!
- ❖ Press] and [to increase and decrease the angle at which the lasso is thrown
- ❖ Press t to finally throw the lasso!
- ❖ Press y to yank the lasso back
- ❖ Press l to open the lasso and catch the coins
- ❖ Beware of the red bombs!! Catching any bomb would result in a penalty of one coin from your score!
- ❖ The blue boosts would increase the speed of the lasso and help you catch more coins for 20 seconds.
- ❖ Catching the purple balls however would cause your lasso to slow down for 20 seconds.
- ❖ Make sure to catch the special brown coins too! Missing them can cost you coins!
- ❖ There are 4 levels in the game:
 - You will get 40s for level1, 80s for all other levels.
 - When you reach 2 coins you advance to level2, on 6 coins to level 3, on 9 coins to level 4 and you finally win at 12 coins.
 - In level1, coin moves in a straight line, in level 2, it moves in a parabola, in level 3, it moves in random motion, in level 4, 2 coins appear randomly at different places on the screen.
- ❖ At the bottom of the screen you will see the last command, total no. of coins, time on each level and current level.
- ❖ Special coins appear 2 times in the game while boosts, bombs and balls appear in certain time intervals after they first start appearing.

The link for video of the game:

<https://drive.google.com/file/d/13xJkBtb5MK0OZMPaGFd0RXmRPTPWnmDv/view?usp=sharing>