



Programming Fundamental

Lab Manual - Week 11



Introduction

Welcome Back to your favorite Programming Lab students. In this lab manual, we shall work together to learn and implement new programming concepts.

Let's do some coding.

Introduction

By this week, you have learned how to write a program that contains functions, loops, arrays and conditional structures. In this class, we will learn permanently store the data into the computer and how to decompose difficult problems into small sets of easy problems and then solve them easily.

Consider that we want to develop a game that the characters as Tanks where we have a player tank and three enemy tanks and the enemy dies after collision with the fire generated by the player and vice versa while the score of the game increases.

Lets execute our idea of the game one step at a time.



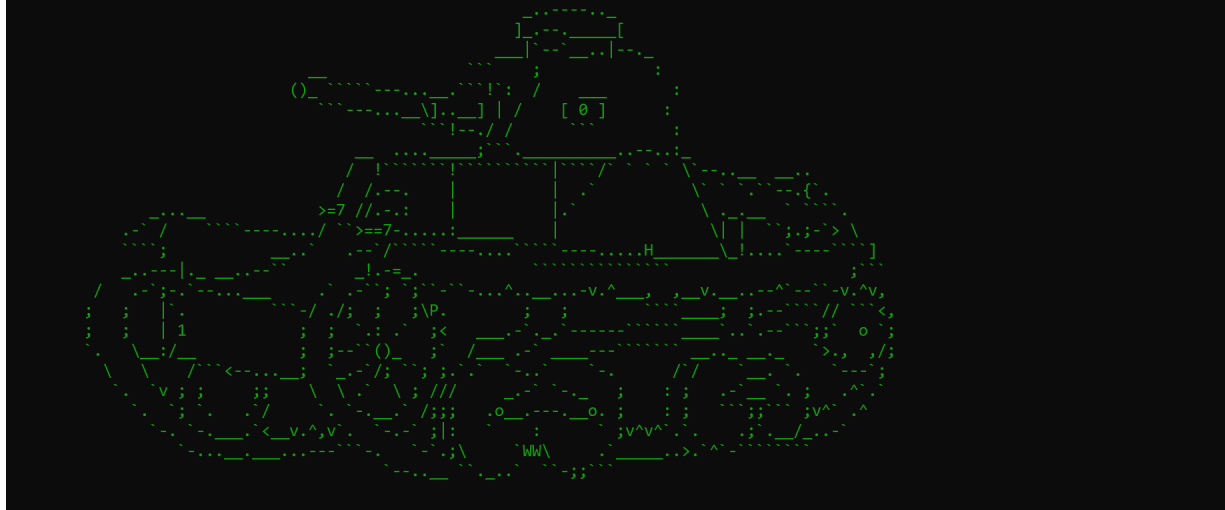
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Task 01(CP):

Create the welcome screen of the game that displays the logo or the image of your game.



Task 02(CP):

Create the main menu screen for your game that prints the **header** and the **menu** using separate functions.





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Task 03(CP):

Define the submenus and the related information for your game.



```
1. Keys.  
2. Instructions.  
3. Exit  
Enter any option : █
```

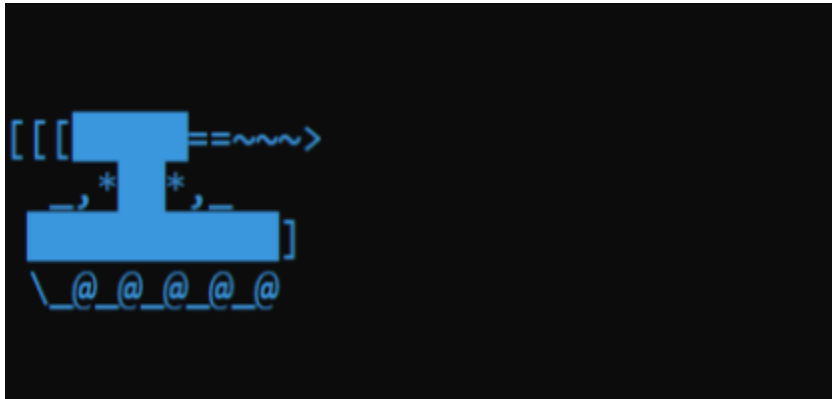
For example: if the user enters 1



```
keys.  
-----  
1. UP           Go up  
2. Down        Go down  
3. Left        Go Left  
4. Right       Go Right  
5. Space       Fire user  
6. ESC        Ent Game.  
Press any key to continue : █
```



Task 04(CP): Draw Player Character (using code in itsMagic.cpp file)



Task 05(CP): Draw Enemies Character (using code in itsMagic.cpp file)



