

# INTO the Unknown



**Session 2023 - 2027**

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**Course:**

CSC-102 Programming Fundamentals

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## Here you can find the major parts of your Proposal documentation

- **Short Description of your project**

I wanted to create a game that is fun to play. I had this idea a two to three years back and now I finally have the skills to fulfill my project plans. In this game, you play as a ship lost in space and your goal is to survive as long as possible. You need to collect space energy to charge your cannons, dodge meteors, use your cannon to break through blockades.

- **Game Characters Description**

1. Ship :- this is you the player.
2. Meteoroids :- These are space rocks moving towards you. You must dodge them or ship will get destroyed.
3. Moon :- These are large space bodies
4. Blockades:- These are here to stop you from moving and you can destroy them by shooting.

- **Game Objects Description**

1. Space energy:- You can collect this energy to charge your cannons.
2. Laser residue:- You can also collect the residue left by your lasers to charge them up again.

- **Rules**

1. Survive for as long as possible
2. Dodge all rocks
3. Try to collect all space energy
4. Try to survive

- **Goal of the Game**

Survive For Long as possible.

- **Wireframes**



Figure 1: Start Screen

```
char randArrays[3][screen_h][screen_w]
```

## ● Function Prototypes

```
int random_function(int total_options);
```

```
void cursor_hide();
```

```
void clearConsole();
```

```
void gotoxy(int x, int y);
```

```
void print_border();
```

```
void print_Array(char screen[screen_h][screen_l]);
```

```
void moveDown(char screen[screen_h][screen_l], char buffer[screen_h][screen_l], char  
randArrays[3][screen_h][screen_l]);
```

```
void printhead();
```

```
void erase_player(char screen[screen_h][screen_l]);
```

```
void print_player(char screen[screen_h][screen_l]);
```

```
void move_player(char screen[screen_h][screen_l], int direction, bool input);
```

```
void check_player_input(char screen[screen_h][screen_l]);
```

```
void player_visuals();
```

```
char checkCollision(char screen[screen_h][screen_l], int x, int y);
```

```
bool scoreCollision(char screen[screen_h][screen_l], int x, int y);
```

```
void fire_laser(char screen[screen_h][screen_l], int& laserY, bool& laserActive);
```

```
void move_laser(char screen[screen_h][screen_l], int& laserY, bool& laserActive);
```