

README

LASSO GAME PROJECT:

1. The objective is to catch the coin and score 10 points to win the game.
2. The basic controls/keys of the game remain the same.
3. Initially you have 5 lives, every time you yank the lasso unsuccessfully, lives will get deducted by 1, if no. of lives reaches zero, the game will end. The count of how many lives are left is shown below the x-axis.
4. Anytime you are stuck with the controls, just press H and a hellbox will appear displaying key controls.
5. The game consists of two levels.
6. The first level is easy, the coin will just bounce up and down on a given spot. This level will be cleared once you reach 3 points.
7. The second level is a little difficult, here the coin will unpredictably bounce from anywhere and may go in a parabola with varying speeds and accelerations.
8. Once you reach score 10, you win the game.
9. Enhancements I have made :
 - i) Have included a code which helps the user to see what are the key controls anytime during the game.
 - ii) Have included a lives counter which gives initially 5 lives throughout the game.
 - iii) Have included levels in the game.
 - iv) In the second level, the coin moves in a parabola with various different starting points, speeds and accelerations. Among these different types what will the coin do next is decided by a random function by the computer.
10. Link for video explaining key controls:

https://drive.google.com/file/d/1xZiMm-k__0eGZISdQdfleZw7FSzuwcNb/view?usp=sharing

~ Pranav Vivek Malpure (200010055)