

Term Assignment (Catch the Egg Game)

Marks: 30, Bonus: 15

In this assignment, you have to implement Catch the egg game using iGraphics library in C programming language. If you have not played the game ever! Try it.

(<https://buggame.itch.io/catch-the-egg>).



Game overview: One chicken is sitting on the bamboo stick and is laying eggs. It can move horizontally along the stick. There will be golden eggs (10 point), blue eggs (5 point), normal eggs (1 point), and pooping. Catch only eggs. Do not catch shit and you will lose 10 points. You should be able to operate the basket using both keyboard and mouse.

Your will be able to play the game for a limited amount of time. Your target is to gain as much point during this time. Some perks as a form of block will be also dropped from the sky. Catching them may grant you different benefits, such as larger basket, slowing down egg falling time for a limited period and granting extra time. You can see your remaining time, points while playing.

Basic requirements:

- Implement the base game functionality. You should have the option to select different duration. (18)
- There will be a menu page to start/resume/see high score/exit functionality. Back and forth between different pages. (2)

- When the time ends (player either wins/loses), there will be a prompt to save player name. You can see the top-10 high scores in different time category from menu. (2)
- Player can pause the game/exit any time. (2)
- Player can reload the game from the last time that he did not finish. (6)

Bonus: There will be 15 bonus marks. You should explore the game more to implement these functionalities. Some sample ideas are given.

- Multiple stick with multiple chicken.
- Add airflow in the game that can change the direction of any egg's falling.
- Implement other perks/damage according to your imagination.
- Add a help menu to demonstrate functionality
- Use music, different sound effect in the game.