I Got the Speed

I got the speed is like running a hurdle race. It takes very little to get what the game is about, tho it takes quite a bit to master it.

Press the space button to jump the green ball over oncoming white blocks. Every time you successfully jump the green ball will pick up speed, making the white blocks come at you faster until you'll find it difficult to dodge them. When you lose, check your high score and challenge yourself to do better next time.

Is there a point in this game where losing becomes inevitable? Would it be possible to rewrite the game to avoid that?

I Got the Speed was submitted as an entry for the MinorHack challenge at September 16th, 2006 at 6:00 pm UTC by Jacob Charles, AKA Rio Kikaru.

```cpp
// igotthespeed.cpp listing begins:

#include "allegro.h"

#define MODE GFX_AUTODETECT_WINDOWED
#define WIDTH 640
#define HEIGHT 480
#define PLAYERCOL makecol (0, 255, 0)
#define WHITE makecol (255, 255, 255)
#define BLACK makecol (0, 0, 0)
#define GOLD makecol (255, 255, 0)
#define SPEED 14

BITMAP *buffer;

int player_y, obstacle_x, jumpforce, score, obstacle_t, slogan_life;
bool jump, alive, scored;

void main()
{
    allegro_init();
    install_keyboard();
    install_timer();
    set_color_depth(32);
    set_gfx_mode(MODE, WIDTH, HEIGHT, 0, 0);
    text_mode(-1);

    buffer = create_bitmap(WIDTH, HEIGHT);
    jump = false;
    alive = true;
    scored = false;
    obstacle_x = 660;
    player_y = 440;
    obstacle_t = 50;

    //title screen
    textprintf_centre(screen, font, 320, 220, WHITE, "I Got the Speed!");
    textprintf_centre(screen, font, 320, 260, WHITE, "Press Enter to Start");
    textprintf_centre(screen, font, 320, 280, WHITE, "Press Esc to Quit");
    while ((!key[KEY_ENTER])&&(!key[KEY_ESC]))
    {
    }

    //main game
    while (!key[KEY_ESC])
    {

        if ((key[KEY_SPACE])&&(jump == false))
        {
                jump = true;
                jumpforce = 30;
        }

        if (jump == true)
        {
                player_y -= jumpforce/2;
                jumpforce -= 2;
        }

        if (player_y >= 435)
        {
                jump = false;
        }
```
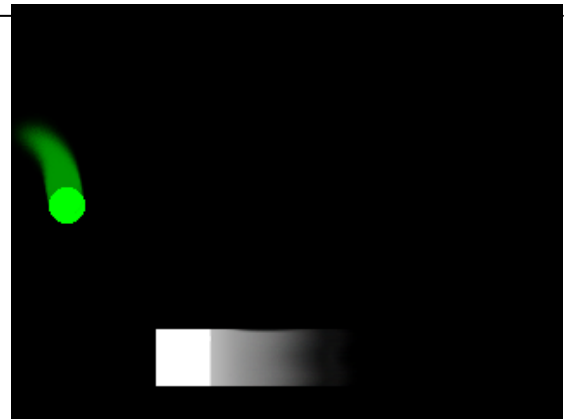
// Listing continued from previous page

```
        obstacle_t -= 1;
        obstacle_x -= SPEED + (score/3);

        if ((obstacle_t <= 0)&&(obstacle_x <= 0))
        {
                obstacle_x = 640;
                obstacle_t = (rand()%25) + 50 - score;
                scored = false;
        }

        if ((obstacle_x < 0)&&(scored == false))
        {
                score += 1;
                scored = true;
                slogan_life = 25;
        }

        slogan_life -= 1;

        if ((player_y > 420)&&(obstacle_x < 64)&&(obstacle_x > 0))
        {
                alive = false;
        }

        if (alive == false)
        {
                textprintf_centre(screen, font, 320, 240, WHITE, "Game Over");
                textprintf_centre(screen, font, 320, 255, WHITE, "Press Esc to
Quit");
                while(!key[KEY_ESC])
                {
                }
        }

        //draw stuff
        rectfill(buffer, 0, 0, WIDTH, HEIGHT, BLACK);
        circlefill(buffer, 32, player_y, 10, PLAYERCOL);
        rectfill(buffer, obstacle_x-16, 428, obstacle_x + 16, 460, WHITE);
        textprintf(buffer, font, 10, 20, WHITE, "score: %i", score);
        textprintf(buffer, font, 300, 20, WHITE, "Press Space to Jump");
        if (slogan_life > 0)
                textprintf_centre(buffer, font, 400-slogan_life*3, 240, GOLD, "I
got the speed!");
        blit(buffer, screen, 0, 0, 0, 0, WIDTH, HEIGHT);

        rest(20);
    }

    destroy_bitmap(buffer);
    return;
}
END_OF_MAIN()
```