

## Dino Run Game

### Overview

The Dino Run Game is a simple console-based game where the player controls a dinosaur that must jump over hurdles to avoid collisions. The game tracks the player's score and displays the highest score achieved.

### How to Play

1. The game starts with a menu where you can start the game, view instructions, or quit.
2. Use the Spacebar to make the dinosaur jump over hurdles.
3. The game ends when the dinosaur collides with a hurdle, and the final score is displayed.
4. The player's score is saved, and the highest score is shown in subsequent games.

### Controls

- Spacebar - Jump to avoid hurdles
- p - Pause the game
- q or Q - Quit the game
- Escape - Exit to the main menu

### Code Structure

- **imp\_function**: A class with utility functions such as setting the cursor position.
- **Dino**: A class representing the dinosaur with methods to move and display it.
- **Hurdle**: A class representing the hurdle with methods to draw it and check for collisions.
- **test**: A class with methods to initialize the game, read the last score, set cursor visibility, display instructions, and play the game.

### Instructions

1. **Start Game**: Begins a new game session.
2. **Instructions**: Displays game instructions.
3. **Quit**: Exits the game.

### Additional Features

- The game saves the last score to a file (score.txt) and displays it at the start of a new game.
- The game speed increases as the player progresses, adding to the challenge.

### Notes

- The game uses the conio.h library for console input and windows.h for cursor manipulation, so it may not be portable to non-Windows systems without modification.
- Make sure the console window is large enough to display the game properly.

### **Example Usage**

To play the game, run the executable and follow the on-screen instructions to control the dinosaur and jump over hurdles. Avoid collisions to keep playing and try to beat your highest score.