Project Lasso

The key controls for the game :

1) t   : Throw the lasso
2) l   : Loop lasso , also stick the coins to the lasso once it is inside the loop
3) y   : Yank lasso
4) =   : Increase the speed of the lasso once it is yanked
5) -   : Decrease the speed of the lasso once it is yanked
6) [: Increase the throw angle of the lasso once it is yanked
7)]   : Decrease the throw angle of the lasso once it is yanked
8) q   : Quit game

What to do in the game :

- Collect coins(green in color) to score in the game
- Avoid the bomb(black in color)
- Set the initial speed and angle with the horizontal of the lasso to control its motion

Blueprint of the game :

- There are 3 coins and a bomb that will appear simultaneously in the screen
- Collecting one coin will increase the score by 1
- Collecting the bomb will decrease both the score and lives by 1
- If all 3 lives are lost then GAME OVER!
- There are 3 levels in this game
- After a score of 10 you will enter level 2 : In this level the coins will speed up and it will be more difficult for you to collect the coins. Also if you have lost at least a life earlier then the bomb will also speed up and disturb you less. But if no life is lost till now then you may catch the bomb to increase its speed but remember it will cost you a life .
- After a score of score of 20 you will enter level 3 : In this level the coins will speed up further and it will be more difficult to catch them . If you caught a bomb earlier then it will also speed up to disturb you less . But if not a single life is lost then catch a the bomb loose a life and bomb speed will increase automatically if you wish.
- If you do not catch a particular coin till now and reached level 2 or 3 then its speed will remain same as in level 1 . Once you catch it the speed of that coin automatically increases .
- Now you have infinite time , score as much as you can with the remaining lives and compete with your friends.

Enhancements made in the game :

1) Number of coins is increased from one to three.
2) Two of the coins are made to go in parabola .
3) A bomb is also introduced which follows a parabolic path .
4) 3 lives are given to a particular player to limit the play time .
5) Three levels are introduced as per difficulty .
6) Coins' speed and Bomb's are increased in each level as per player's choice

The link to my video is :

https://drive.google.com/drive/folders/1FGXCkWOogC_Umt8RagnSitb02bwzBt7r?usp=sharing