

# **CS101 PROJECT: THE LASSO GAME**

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Note: In this project I didn't have the chance to create multiple canvases or else I would have been able to make a sequential game.

To overcome the problem of multiple levels I gave the user the choice to choose which levels to play. And to play other levels the user can restart the game, something like those games we find in fairs.

## **Instructions:**

1. When t is pressed, throw lasso.
2. If lasso within range, make the coin stick.
3. When y is pressed, yank lasso.
4. When l is pressed, loop lasso
5. When [ is pressed, decrease the angle of lasso when lasso is paused.
6. When ] is pressed, increase the angle of lasso when lasso is paused.
7. When + is pressed, increase the speed of the hoop when hoop is paused
8. When - is pressed, decrease the speed of the hoop when hoop is paused
9. When q is pressed, quit (In this no score or congratulatory mail appears).

Viewing the instructions is optional and can be skipped with a 'c' or viewed with an 'i'. (No other inputs are allowed)

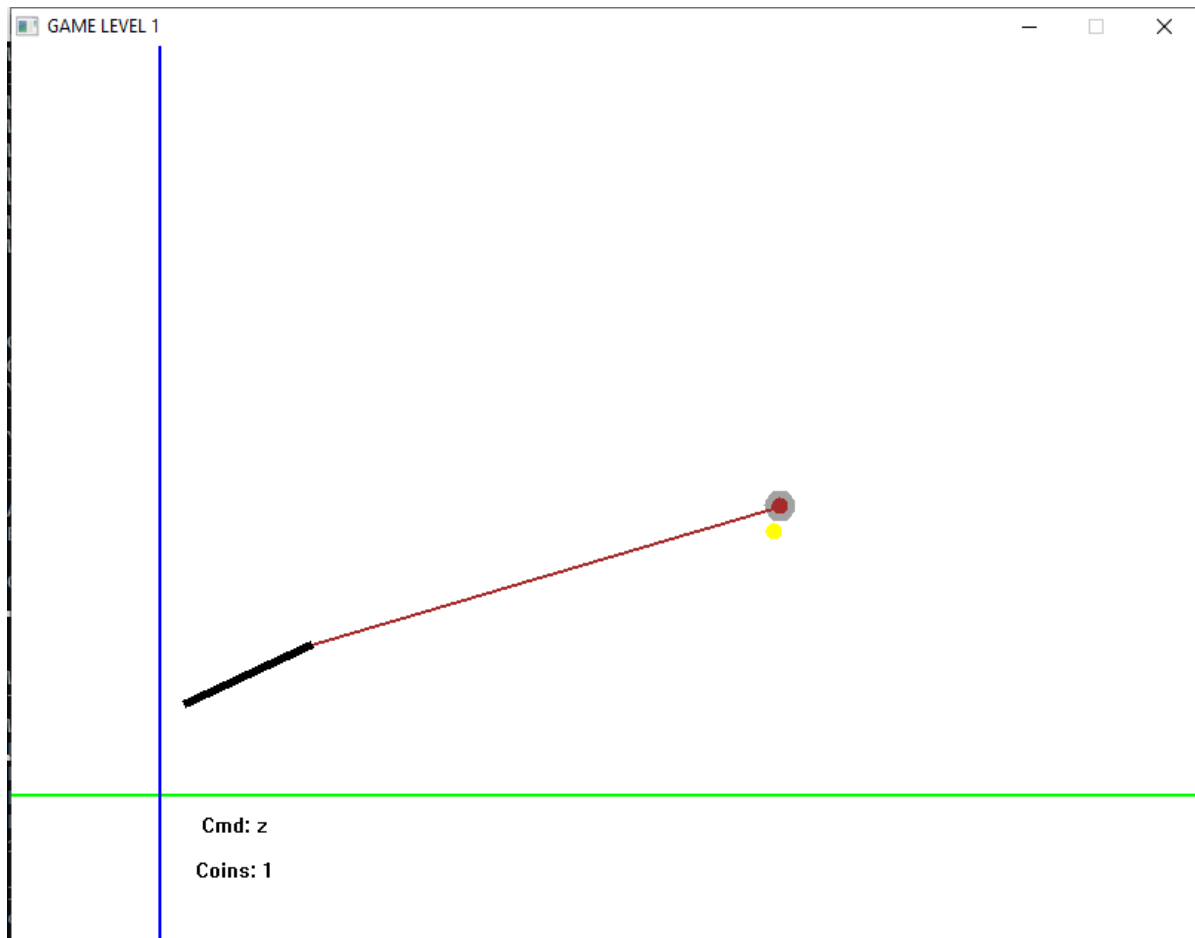
Link to the game:

There are 4 levels in the game.

## **LEVEL 1: Getting Started Level**

The purpose of this level is to make the user familiar with the controls. The objective is to collect 10 coins as a score. Since there is no chance of failing in this level we may as well assume a sure win.

So it will print the same congratulatory message.



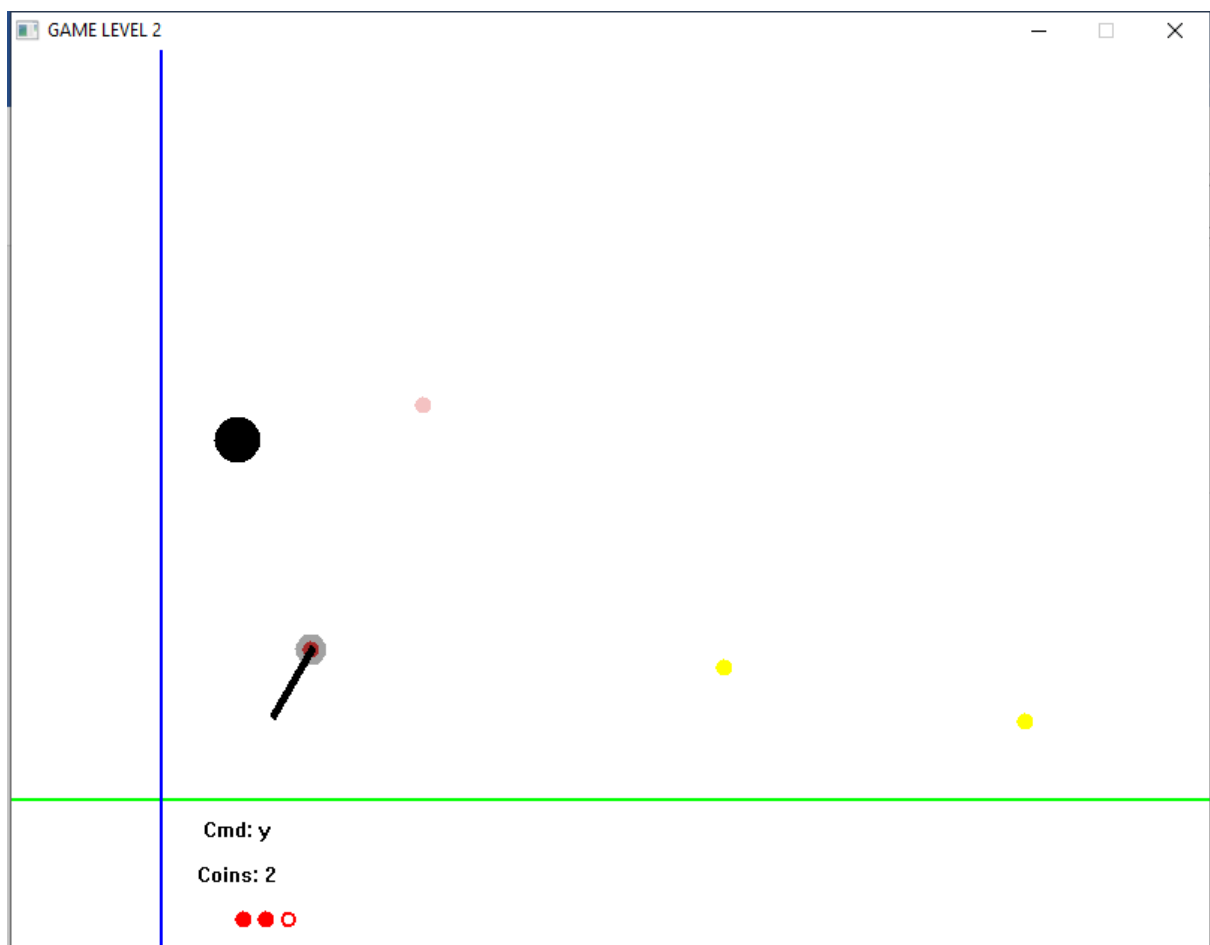
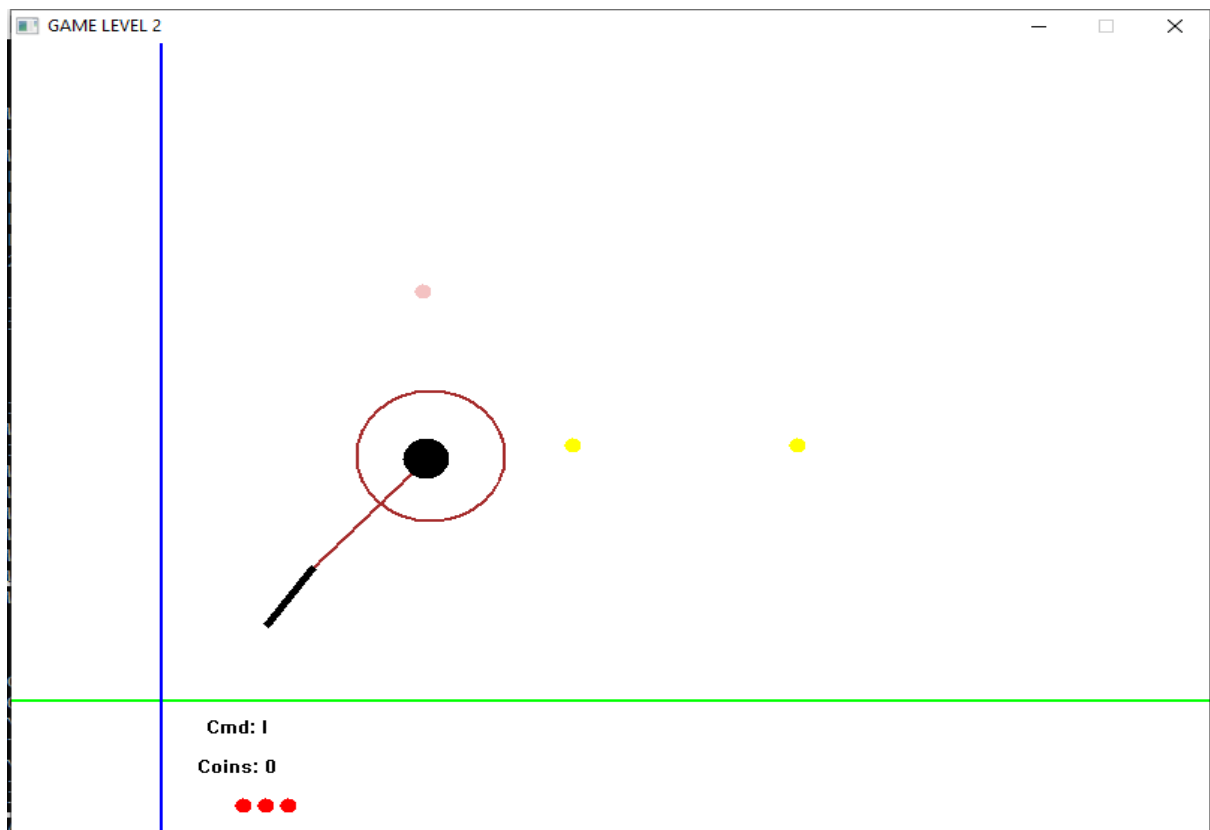
## LEVEL 2: Multiple Coins and Multiple Bombs Level

In this level there are 2 coins: cent (the golden one) and penny (the pink one). The worth of cent is 2 coins and worth of the penny is one coin (Assume coin as a currency here). Also, there are bombs, where on catching one bomb we lose one life and we get 3 lives to play.

This first image attached below is showing that a bomb is caught and no life is lost till now.

The second image attached below is just after yanking the lasso it shows one life is gone and one cent caught too giving us 2 coins.

So, on losing, it will print the number of coins earned and a message of encouragement. And on winning it will print a similar congratulatory message.



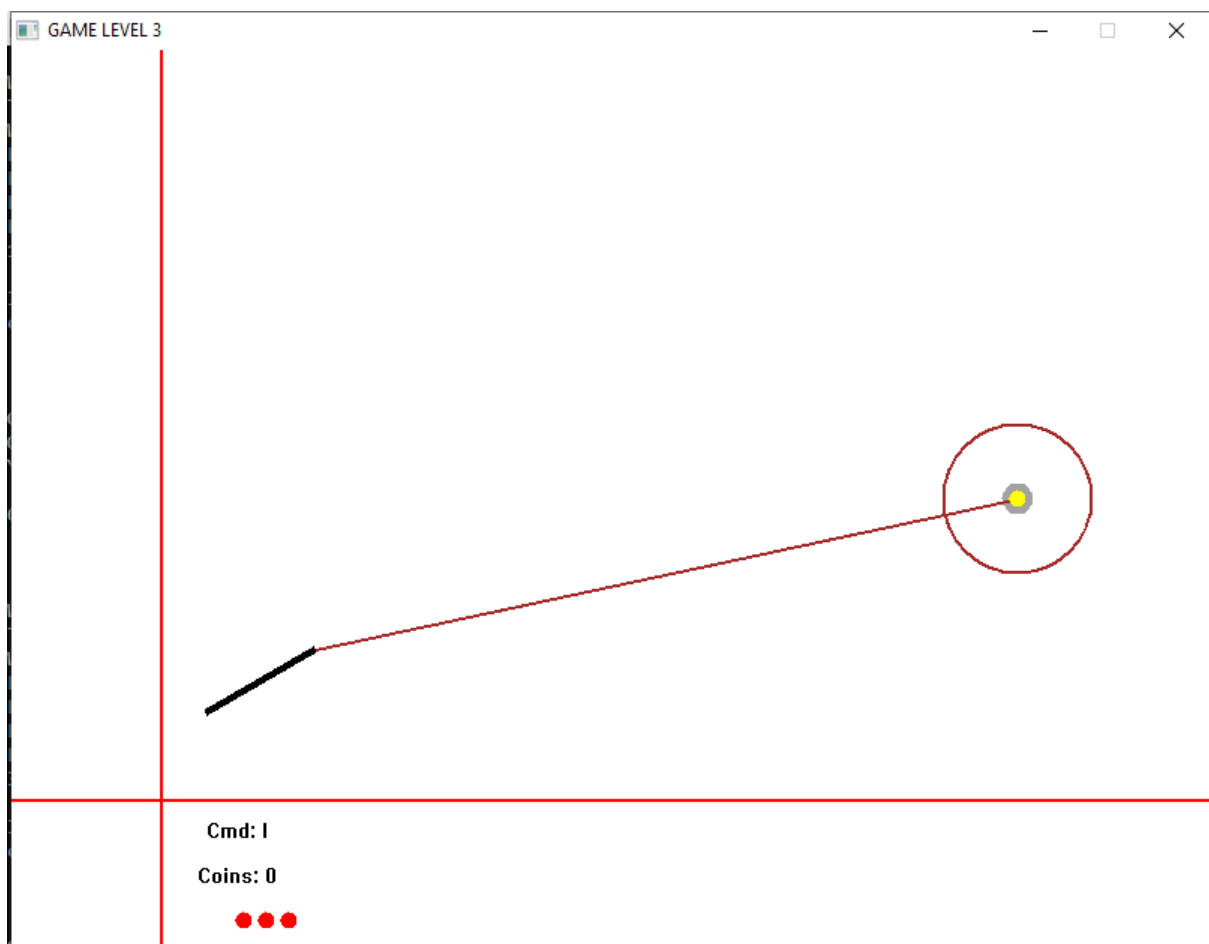
### LEVEL 3: Floor is Lava Level

This is my additional level which is not mentioned to do in the game but it's my sincere request to consider this level to be graded on the basis of ingenuity.

In this level the ground (that was green) and the sky (that was blue) are both turned into red to signify a dangerous climate.

The goal is to collect 5 coins in this harsh environment but even that comes with some drawbacks.

- 1) If the lasso touches the floor we immediately lose.
- 2) If a coin touches the floor, we lose 1 life and we get a total of 3 lives to play with.



If we lose it print a try again message with a consolation showing number of coins earned.

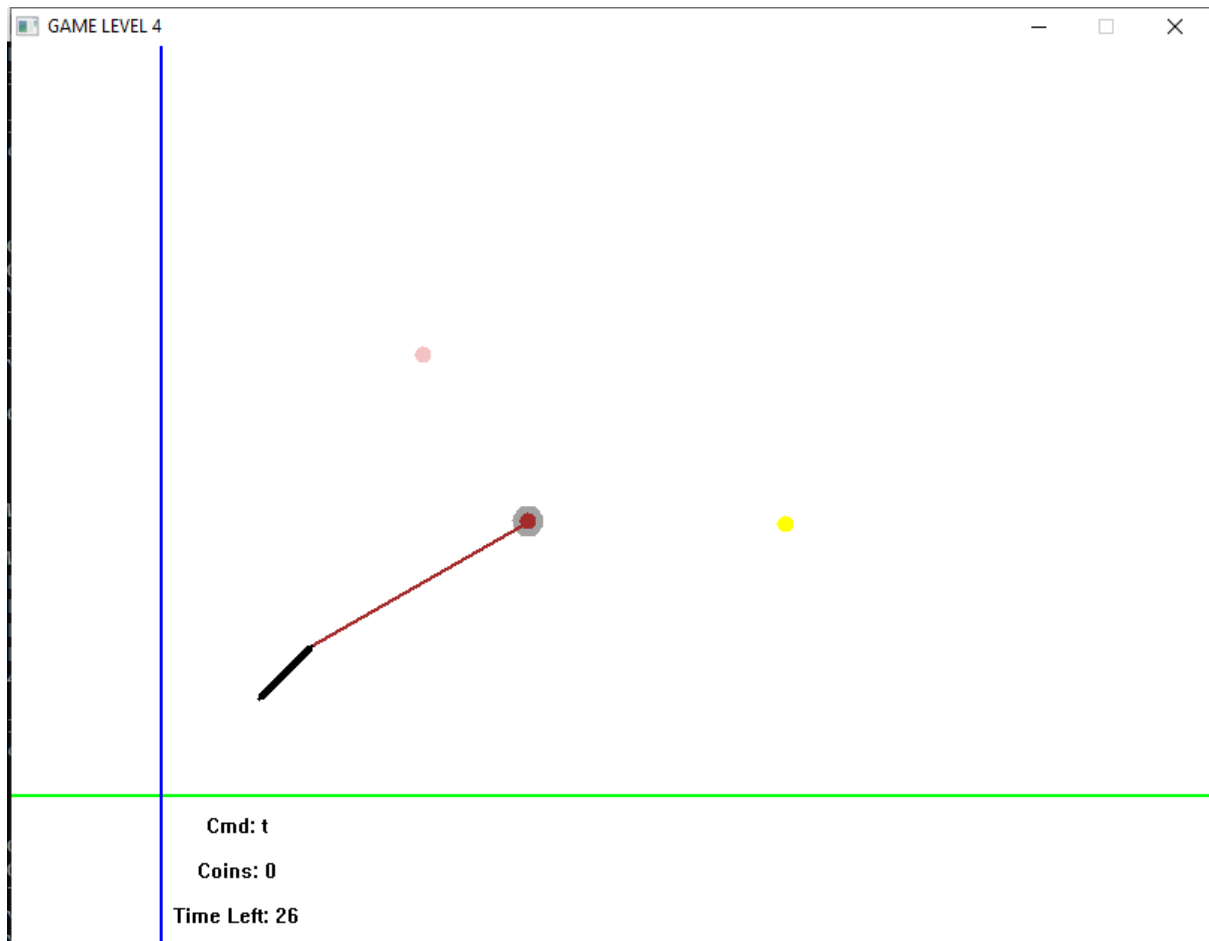
LEVEL 4: Time and Coin waits for all Level.

Since this is an arcade level, the user has the chance of earning maximum number of coins in their own time limit.

The users have the right to set their own time limit between 1 to 100 sec. Also, there is a visible timer that records the time left till the game terminates.

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GAME LEVEL 4
Objectives:
This is an arcade Level.
You can set a target of time (range of 1 to 100 sec) of your own choice.
Your job is to earn maximum coins in your own target time.
In this Level both penny and cent have equal denominations.
How much time do you want to play? (in sec)
300
Please read the above Instructions and try again.
30
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In this game there is no win or loss. That's why it prints the number of coins earned in the stipulated amount of time with a message to play again.



Also, the timer doesn't accept time outside the range and it shows what it does to inputs not in the given range.

**Thank You**