

C++

Mini Project- Paper Toss

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Features of the game: -

Aim of the game is to toss a paper with appropriate velocity and inclination and make it land in a dustbin.

To select velocity and angle, power bars are created. They will be varying in power and when appropriate power is reached, click on the bar.

There are two levels of difficulty in the game.

In Level-2, the power bars are more sensitive and harder to select and its harder to land the paper in the dustbin.

Scoring system: - We measure the time taken from the moment start button is clicked and Level-2 is cleared. All the times taken by the users are stored and sorted and stored in a file.

Also, if you do not clear level-2, you are sent back to level-1.

Instructions: -

User starts at level-1. You will see a dustbin and a piece of paper.

First the user will have to select the velocity. An animated power bar will be shown and the user will have the click it when it reaches the appropriate relative power.

Then the user has to select the Angle.

If the paper lands in the dustbin, we move onto level-2 where the same procedure repeats.

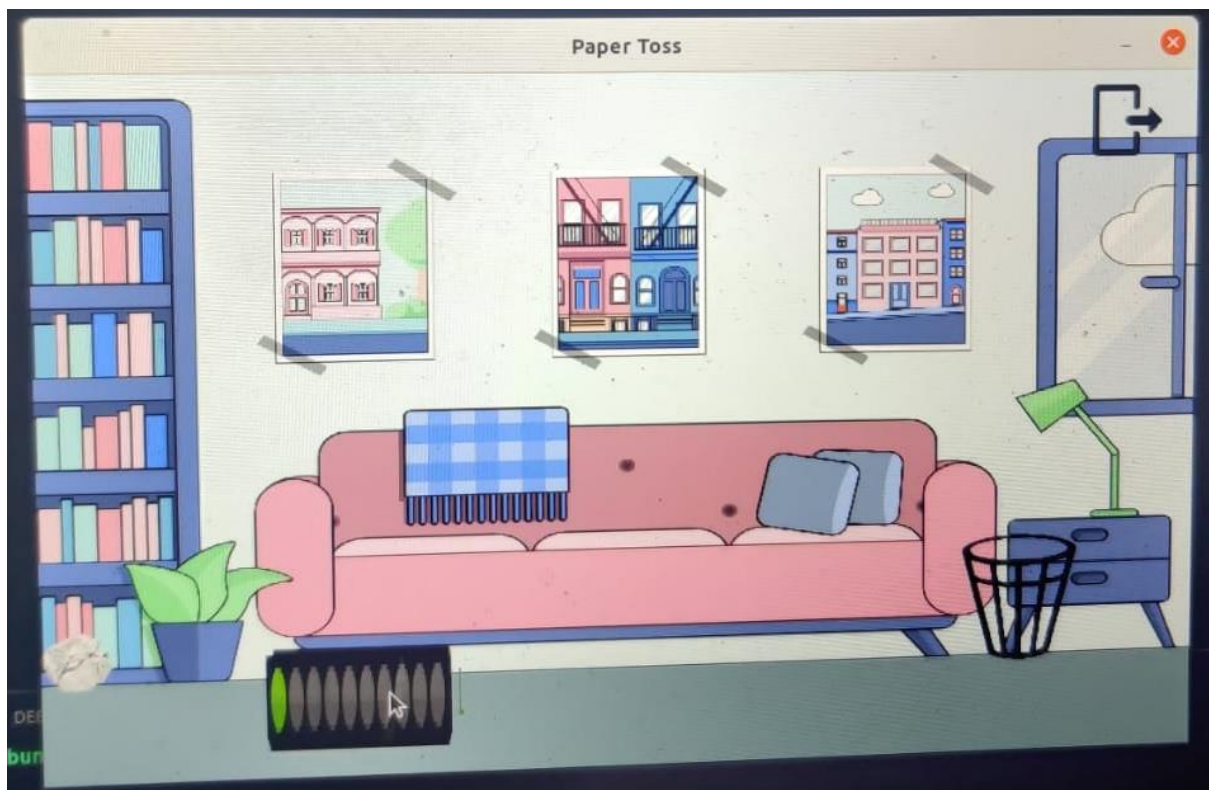
Screenshots: -

Game beginning screen: -

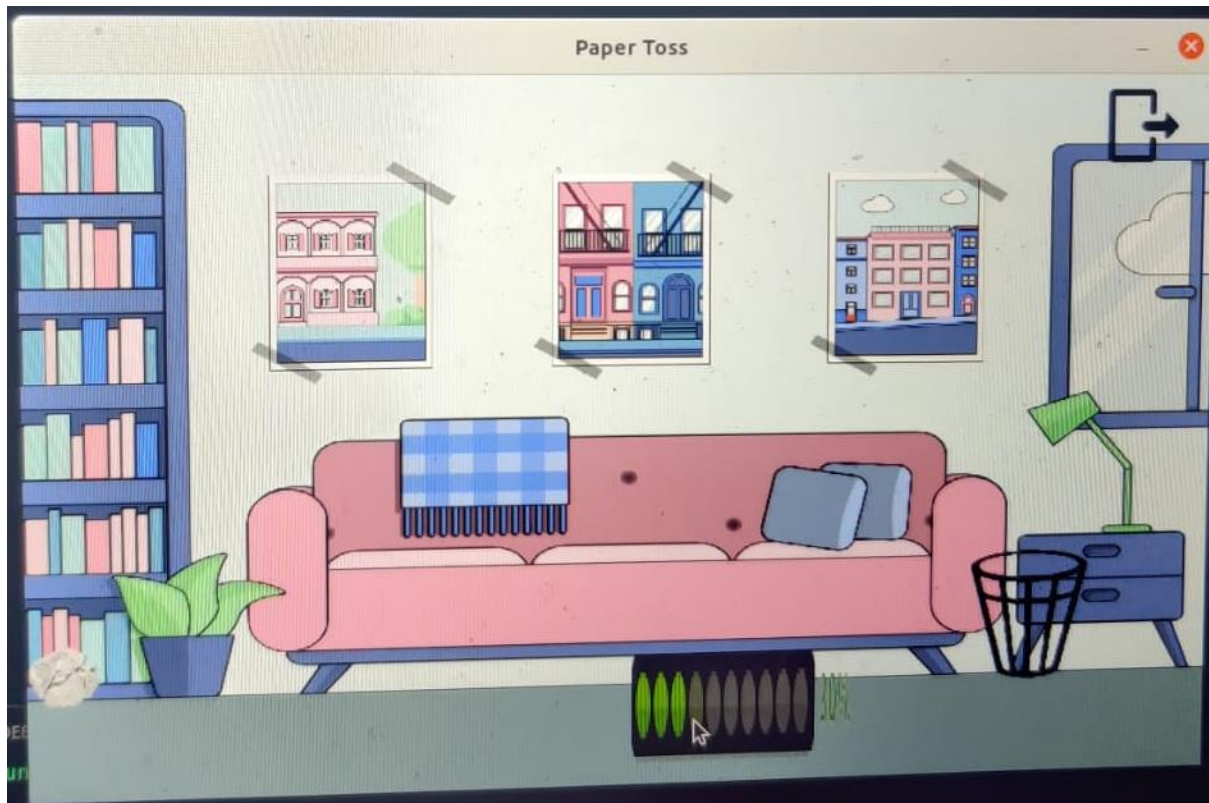


Level-1

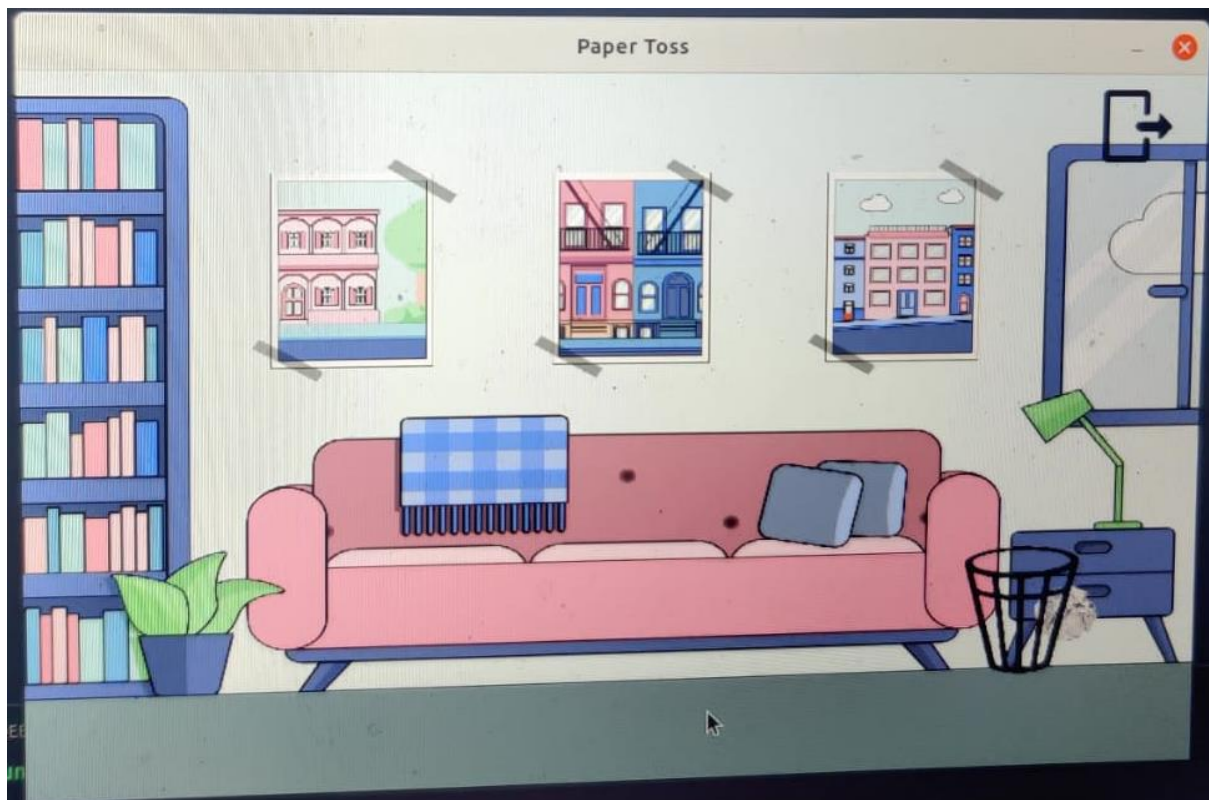
Power Bar for velocity: -



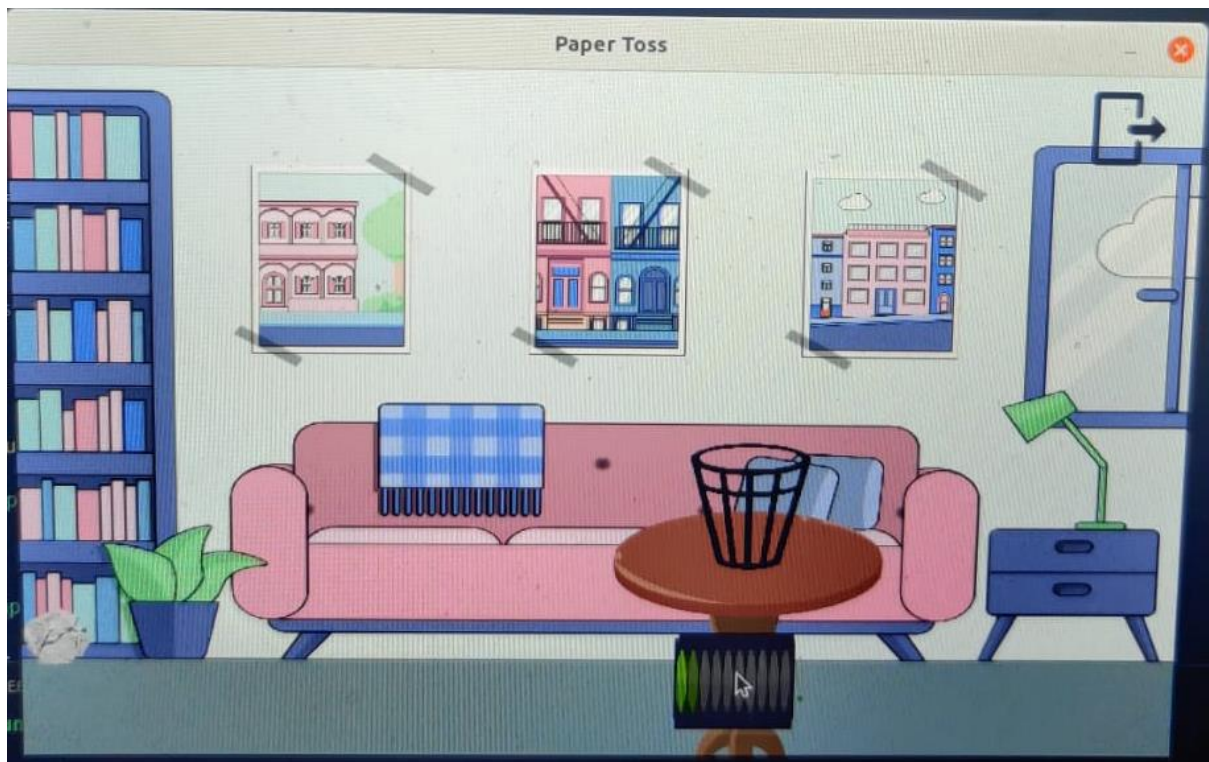
Power bar for angle



Paper lands in dustbin: -



Same process for level-2



Once clearing level-2, we get to know it took 16.815 seconds to complete the game.

And the best score is printed.

```
abhinav-mahajan@ubuntu:~/Sem-3-N  
Time taken/Score is:- 16815  
Time to beat is:- 2333  
abhinav-mahajan@ubuntu:~/Sem-3-N
```

```
Cpp-Project > Submission > UpdatedFinal > ≡ hs.txt
1    2333
2    2537
3    7583
4    8083
5    8814
6    9364
7    9408
8    9979
9    10752
10   13887
11   16815
```

Above is the file storing all the scores

Future Implementations: -

A 3D model can be made to replicate the actual game from which we took inspiration.

Better mode can be made for taking velocity as well as angle, such as flicking the mouse with the right button clicked and measuring its speed.

A bigger backend database can be made to store the scores better and a lot more things like user profiles.

Can we implemented as an online Competitive game.