

<b>Course code and name:</b>	B37VB Praxis programming
<b>Type of assessment:</b>	Individual
<b>Coursework Title:</b>	Individual software game project
<b>Student Name:</b>	Ailin Jumabayeva
<b>Student ID Number:</b>	H00471733

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# **Heriot Watt University**

School of Engineering and Physical Sciences Electrical and Electronics Engineering  
Department

Robotics, Autonomous and Interactive Systems

Game Project

Ailin Jumabayeva

ID number: H00471733

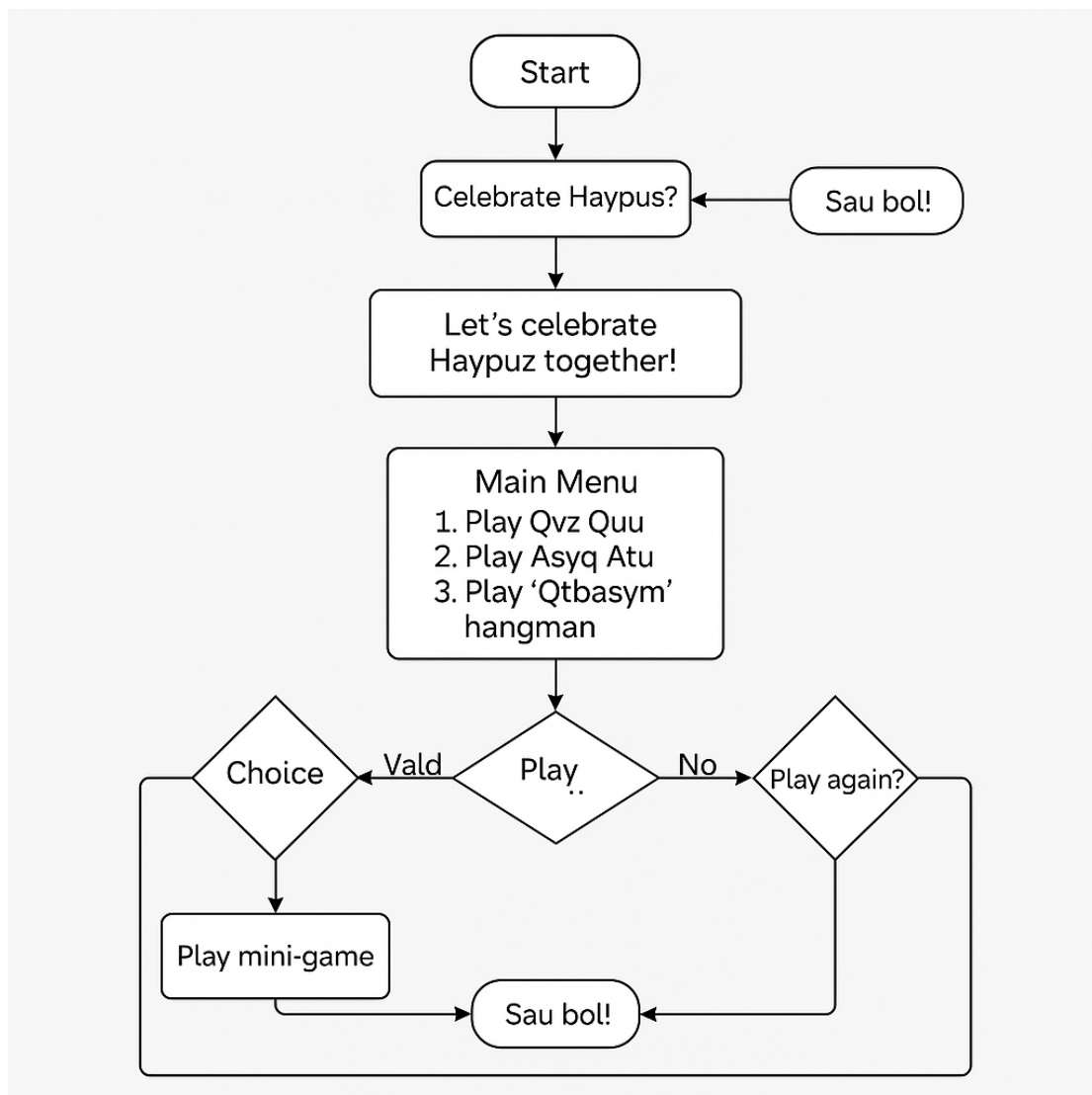
Instructor: Dr Girish Balasubramanian

Date: 13.04.25

My game project is fully text based game, that consists from three mini games.

Basically, an idea of the game concept roots from Nauryz, a New Year of turkic nations. It is one of the biggest events of the year, thus it has a great celebration. Three of my games are national games interpretations:

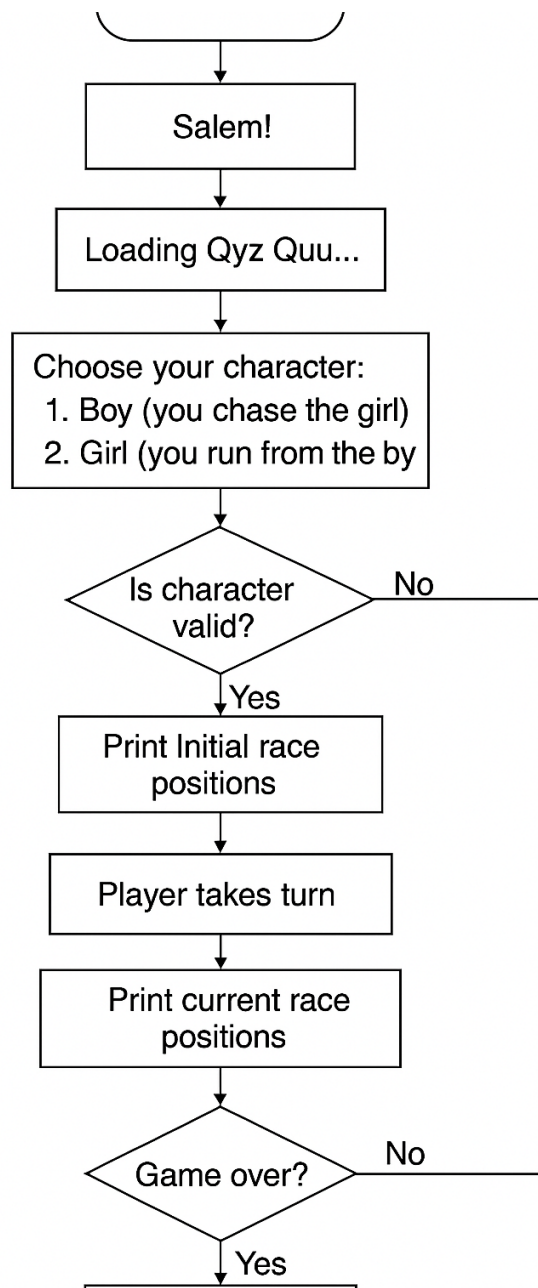
Before games, code has a main lobby, where menu of games with an option of choice and exit button are presented.



1. Qyz Quu – game where boy is chasing a girl in the horse race.

To create a C version of this game, I took the main idea of chasing and created a race on a certain distance, where depending on which character user is playing for, they should either run away or run for the opponent. Opponent's moves are generated randomly from 1-10, when user can choose from 1-5 only, to create a fair race in the conditions of randomizing. Game ends if boy catches girl or girl escapes.

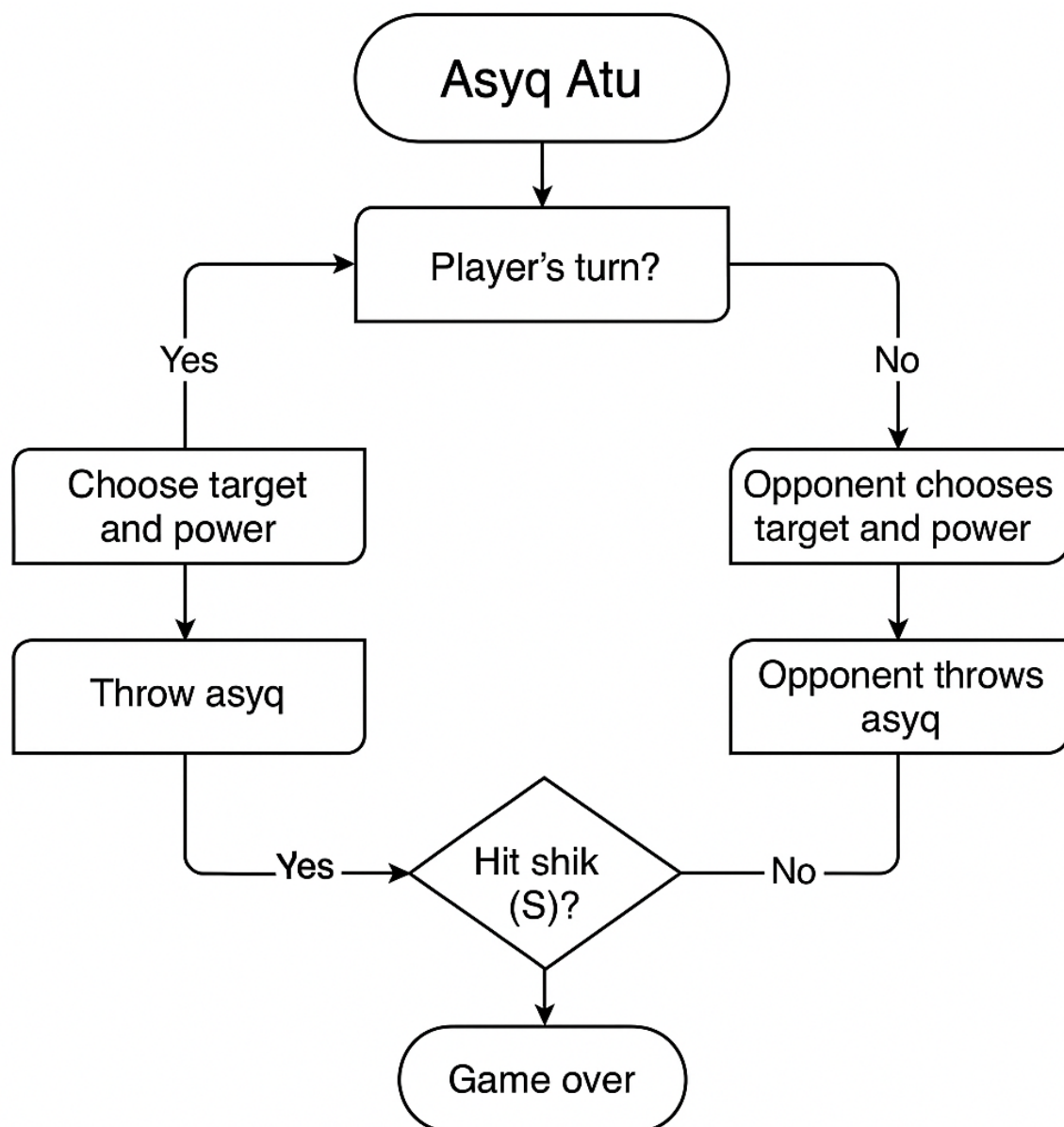
To play Qyz Quu only number keys are required.



## 2. Asyq Atu – game where user is throwing asyqs.

Games with similar rules as Asyq Atu exist in a lot of cultures, but here it's more complicated and detailed concept. Therefore, I created a version that is easier to comprehend for a person out of culture. Basically, it has a field with 5 asyqs, 4 of them are regular ones and 1 is big asyq (shyq), when user or opponent hits it – game is automatically over. Game has options for a user to choose where to throw asyq, with what level of power, that influences the chances to hit the asyq, but for the opponent it is totally random (but bot only targets the positions where asyqs are presented). Besides, wind factor was added for authenticity, since the steppe is very windy. Game counts points of both user and opponent and prints in the end.

To play Asyq Atu only number keys are required



### 3. Otbasym – classic hangman game

Third game has a classic hangman concept, but the words that are going to be guessed are terms for qazaq family members. Player has 6 attempts and in the end, in any case, they will get the word shown with the definition.

To play Otbasym only a-z letter keys are required.

