

# LASSO GAME PROJECT

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**NOTE-** As `getClick()` and `XEvent` interfere with each other in LINUX and compilation throws a error. So, the project in the current form can only run on Windows.

Link for video submission - <https://tinyurl.com/LassoAka>

## 1. INSTALLATION INSTRUCTIONS

- Download and Install Codeblocks and SimpleCodeblocks (Simplecpp one) from respective websites
- <https://www.codeblocks.org/downloads/binaries/> - for Codeblock
- <https://www.cse.iitb.ac.in/~ranade/simplecpp/> - for SimpleCodeblocks
- From installation directory of SimpleCodeblocks copy MinGW folder. Paste and merge it in installation directory of Codeblocks.
- Extract the project folder
- Run LassoAka.cbp (project file) using Codeblocks (Note- Do not use SimpleCodeblocks)
- Compile and run

## 2. GAME INSTRUCTIONS/CONTROLS

- The game basically has two minigames in it i.e. number game and coin game.
- Controls for both the game are same.
- In both the games there is a timer as well as lives.
- Controls are below-
- Press `t` to throw lasso
- Press `y` to yank (resets lasso to initial position)
- Press `l` to loop (collects coin when in range)
- Press `=` and `-` to increase or decrease speed of lasso respectively
- Press `],` to rotate lasso clockwise or anticlockwise respectively
- Press `q` to quit followed by `enter` to return to main menu

## 3. ENHANCEMENTS/FEATURES ADDED

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### COIN GAME

- In this u need to catch coins to increase score and after each three successful catches, level increases by one and an enhancement is added. Catching the bomb decreases the lives.
- Colour scheme
- Lives with animation
- Levels, Score and Timer
- Bomb and its animation (Bomb appears at random location using `rand()` function)
- Coin moving in Parabola
- Double Coin
- LeaderBoard which is displayed on the terminal.
- Further many bugs and glitches were removed

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### NUMBER GAME

- The game basically displays an equation of form  $A*B+C*D$  and u need to catch the number corresponding to correct answer. For adding all these `rand()` function was used. So every time we get random equation along with random options with 1 correct answer.
- Catching wrong option decreases the lives and the score increases on catching correct answer.
- Score, lives, timer Colour Scheme.
- LeaderBoard which is displayed on the terminal.

**Further play the game to see other enhancements and features :)**

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