# 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

## 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

## 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 lass respectively
* Press ],[ to rotate lasso clockwise or anticlockwise respectively
* Press q to quit followed by enter to return to main menu

## Enhancements/Features added

### 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

### 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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