Inspired by a famous game Angry Bird we 3 enthusiastic CSE undergraduate students created this game named I\_ANGRY\_BIRD. The nomenclature of this game is such because it is made using a predefined header file named IGRAPHICS and it is inspired by Angry Bird game. The game has 3 subsequent levels . the main storyline of the game is the pig at first steal the egg of the birds and the birds become very angry. They went on hunting the pigs and the pigs take shelter under their so called construction. The aim of the game is to destroy the construction of the pigs and recover the egg from the pigs. The gamer will play as an angry bird and and when he clear the last stage then and only then he is the winner.The high score will done only when the gamer can complete the full game playing in a single span. That is the high score will not be valid if gamer fails at any level.

**CODING DESCRIPTION:** The main game play is coded in the function named projectile. In short now I am going to discuss each function

* Highscore: This function updates the value of the score if any score is considered to be listed in the high score. It is called only at the last stage compilation.
* Startupdate: This function updates the loading bar in the starting screen .the value of a variable is increased by a timer and then when loading screen is done the timer is self paused.
* Startdotupdate: This is also a function that is shown in the starting screen. Like the other function it is also a self paused function.
* Menumusic: It starts the music at the 1st place.
* Mapp: This function is very vital because this is the power indicating function. This game is played using keyboard. So this function keeps track in what speed the bird is to be released.
* Projectile: The most vital and critical function of the game. Full game is literally in this single function. When it was written it was wrote as a function that wil keep the projectile and collision stuff in it. Later it was also used as the main gameplay and handling function. In it the value of check when 2 then the bird is released from the slingshot. Then we keep a variable for time maintaining and another variable ‘running’ that tells us that the bird is in the air. Then we use the parabolic eqn for the next position of the bird.

Then we keep the portion of the code where we keep the track of the bird is it will collide with something or not. For this we design the each and every obstacle separately. And we also keep an arrey named removed so that we can keep track of the removed obstacle. We also update the score if any obstacle is removed in this portion.

After the level portion(line 1950) it is called when the bird is died for one single time. We then reset the whole procedure and increase the “num” variable by 1 so that we can keep track the number of operation of the gamer.

Later in this function the game over and level clear is handled. If the gamer kills all the pigs present in the level under 5 tries then level is cleared then level is increased else the gamer stays in the same level.

* Backgrounddraw: This is the function where the animation is done. The animation we see in the main menu. This animation is done using near about 1400-1500 bmp file because of this the game is pretty large. In this portion of code we show the animation of the game in background.
* Idraw: This is a predefined function of Igraphics. It hsows the material in the graphics consol. Here “consol” variable keeps track of in which consol we have to show. And show that accordingly. When consol is 0 we show the starting screen we show the loading screen and so on.
* Imouse: This is also a predefined function of igraphics. Here as my whole game is controlled by mouse the codes are pasted. That is if you are in 1st screen and click on the buttons then the screen will be changed. Thus this whole process work.
* Ikeyboard: This is also a predefined function. As our only game is played using keyboard the code is placed here. Here the game is played using only the space button of the keyboard.
* Ispecialkeyboard: here we place the code for the arrow keys. This keys are used for aim purpose in the game. This is also a predefined function of the igraphics.
* main: Last but not the list our main function. All the initialization codes are placed here.

**PROS:** As my 1st project it has taught me many things like consol handling and lots of other things. About the game the game is little diverted from the main angry bird. As we wanted to show our own creativity in this game. It also has a highscore tag combined this is also different form the main game. The game play is pretty good to some extent and many things have improved.

**CONS:** It has many cons the main con I consider is the game is very slow in low end pc’s as the use of the bmp file has made slow to a great extent. The graphics is pretty bad compared to the original game. Because of the bmp file the game is pretty large also that is the user has to spend a lot of space of their pc to play this game. Another defect of the game is there is no actual gravity working here such as the birds are travelling in the parabolic motion but if we break a brick of lower position the upper part supposed to collapse. That does not happened here. The upper blocks remain intact.

**CONCLUTION:** The game has lot of cool feature in it after all. Go explore them all. Good luck. Happy playing.