

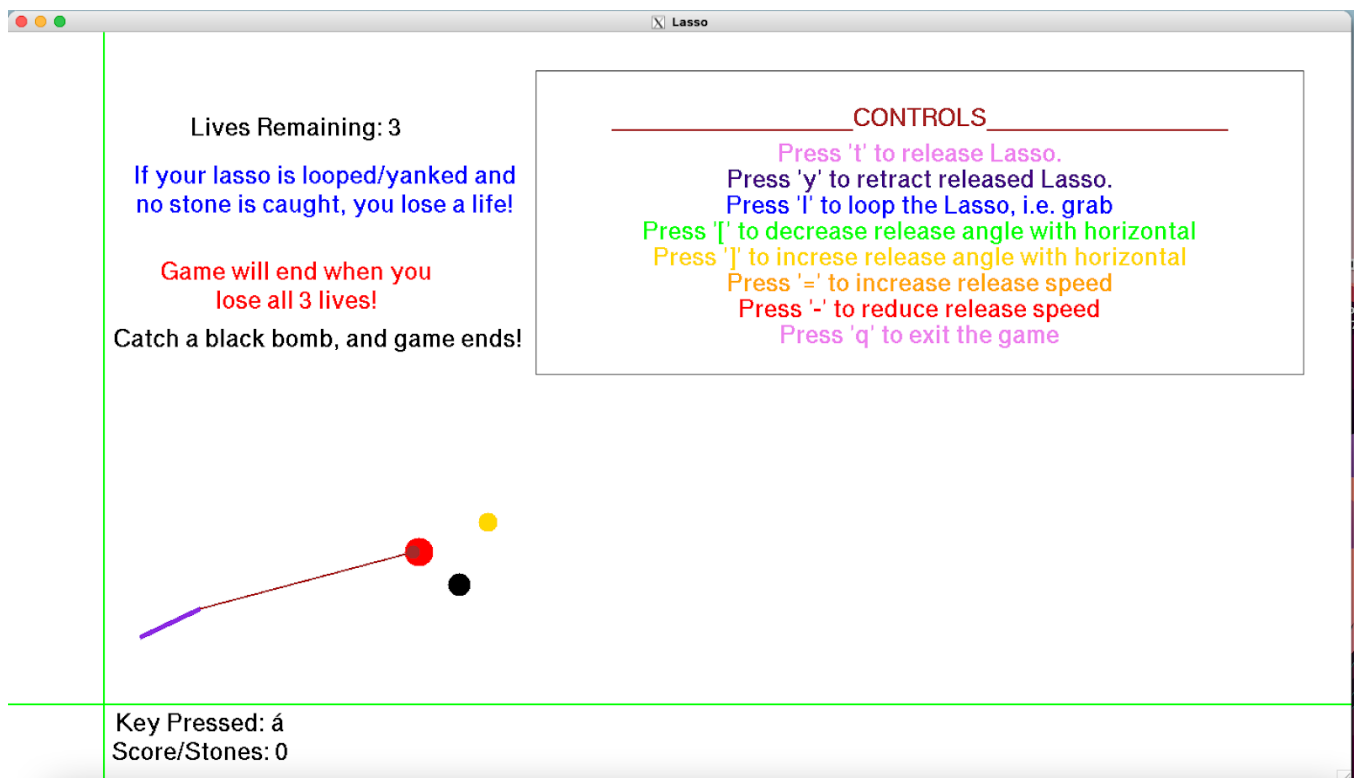
# CS101 Project

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Link to Help Video:

[https://drive.google.com/file/d/1C9gnDSVqioEVs1XoeizlEQ-V2QhB6E\\_i/view?usp=sharing](https://drive.google.com/file/d/1C9gnDSVqioEVs1XoeizlEQ-V2QhB6E_i/view?usp=sharing)

Name: Lasso that Stone!



Basic Interface of the Game

As mentioned in the controls panel:-

Command	Function
t	Release the lasso to catch that stone!
y	Yank/Pull back the lasso
l	Loop the lasso in an attempt to catch the coin
[	Decrease release angle PRE-LAUNCH
]	Increase release angle PRE-LAUNCH
=	Increase release speed PRE-LAUNCH
-	Decrease release speed PRE-LAUNCH

Press 'q' or click on the window to exit in between

### **Summary of Enhancements added:-**

While many minor enhancements were added to the code, like the window size for a better experience, or the color combinations, or switching the coin logic to a stone logic, the following major 4 enhancements were added:-

- 1. Ready-View Controls Panel:** A list of instructions for ready reference by the player was made, along with other instructions and warnings, essential for the game
- 2. Lives Feature with Live-Flash Text:** The concept of three lives only was introduced to make the game more challenging and fun to play, life is lost if the player yanks or loops the lasso WITHOUT catching the coin, so make sure you don't yank/loop aimlessly :). A **red blinking flash warning** is given when the last life is left!
- 3. Beware of the Bomb!:** A black bomb, that will be your enemy throughout the game. If a lasso is looped and a bomb is caught, BOOM! Your game

ends, do lookout for the interesting window that opens on closure of the game after catching the bomb.

- 4. Complete Transcript of the Game at the End:** For the benefit of the user, a complete transcript of the game is provided in the terminal window, which shows where you lost the points [though it is also shown live on screen]

Code Lines Added: Around 400.