

Lovely Professional University

CAP :281

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Sec: D2411

Roll no.:24

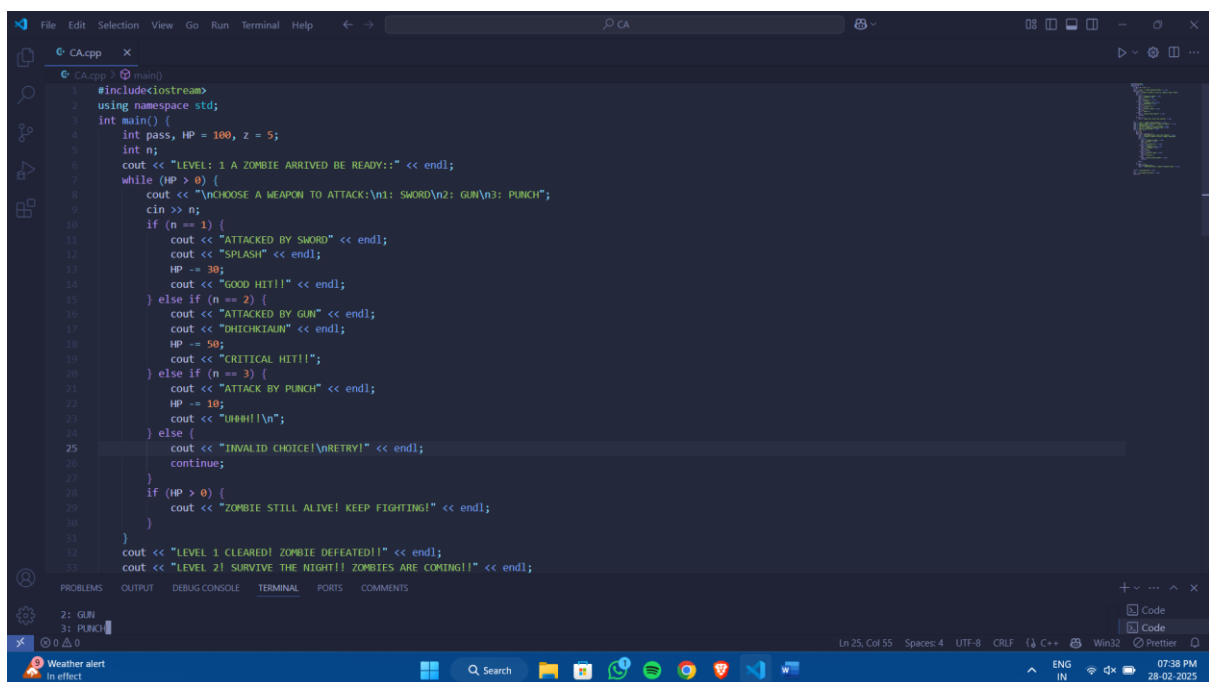
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CA-1



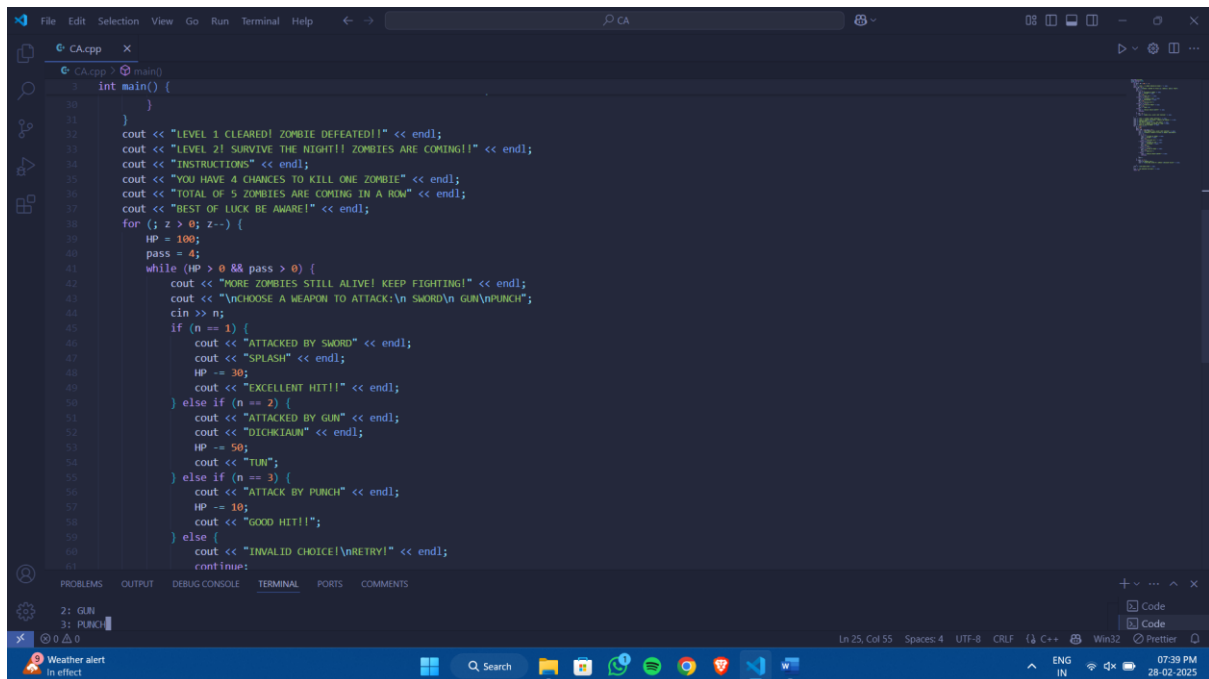
Here I am designing a game for a person to play . In the game we have a Zombie in the which we have to hit with either a gun ,a sword or by punch where on every hit to zombie will decrease its hp which initially is 100 being hit by a sword it will decrease by 30,with the punch by 10 and by the gun it will decrease by 50 . Player will continue playing until the hp decrease to 0 This is all in the First Level.....

Let's make the game and then play

A screenshot of a C++ code editor window titled 'CA.cpp'. The code implements a zombie game logic. It starts with a main function where 'pass', 'HP' (100), and 'z' (5) are initialized. A loop 'while (HP > 0)' allows the player to choose a weapon (1: SWORD, 2: GUN, 3: PUNCH). Depending on the choice, HP is reduced by 30, 50, or 10 respectively, with corresponding feedback messages like 'GOOD HIT!!' or 'CRITICAL HIT!!'. If the choice is invalid, it prompts the player to retry. The loop continues until HP reaches 0, at which point it prints 'LEVEL 1 CLEARED! ZOMBIE DEFEATED!!' and 'LEVEL 2! SURVIVE THE NIGHT!! ZOMBIES ARE COMING!!'. The bottom of the image shows a Windows taskbar with the time 07:38 PM on 28-02-2025.

```
1 #include<iostream>
2 using namespace std;
3 int main() {
4     int pass, HP = 100, z = 5;
5     int n;
6     cout << "LEVEL: 1 A ZOMBIE ARRIVED BE READY::" << endl;
7     while (HP > 0) {
8         cout << "\nCHOOSE A WEAPON TO ATTACK:\n1: SWORD\n2: GUN\n3: PUNCH";
9         cin >> n;
10        if (n == 1) {
11            cout << "ATTACKED BY SWORD" << endl;
12            cout << "SPLASH" << endl;
13            HP -= 30;
14            cout << "GOOD HIT!!" << endl;
15        } else if (n == 2) {
16            cout << "ATTACKED BY GUN" << endl;
17            cout << "DHICHTAUN" << endl;
18            HP -= 50;
19            cout << "CRITICAL HIT!!";
20        } else if (n == 3) {
21            cout << "ATTACK BY PUNCH" << endl;
22            HP -= 10;
23            cout << "UHHH!!\n";
24        } else {
25            cout << "INVALID CHOICE!\nRETRY!" << endl;
26            continue;
27        }
28        if (HP > 0) {
29            cout << "ZOMBIE STILL ALIVE! KEEP FIGHTING!" << endl;
30        }
31    }
32    cout << "LEVEL 1 CLEARED! ZOMBIE DEFEATED!!" << endl;
33    cout << "LEVEL 2! SURVIVE THE NIGHT!! ZOMBIES ARE COMING!!" << endl;
```

In level 2 player would get 5 Zombies which are to be killed and then only the player will succeed the game .



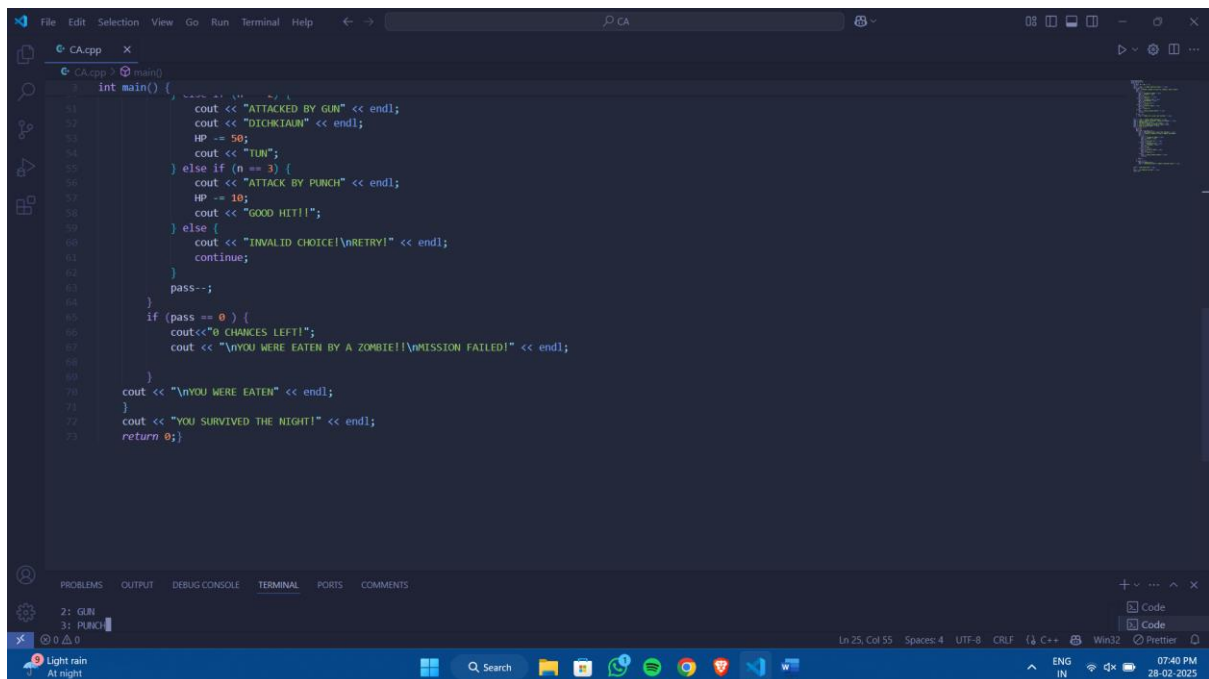
```
1 int main() {
2     }
3     cout << "LEVEL 1 CLEARED! ZOMBIE DEFEATED!!" << endl;
4     cout << "LEVEL 2! SURVIVE THE NIGHT!! ZOMBIES ARE COMING!!" << endl;
5     cout << "INSTRUCTIONS" << endl;
6     cout << "YOU HAVE 4 CHANCES TO KILL ONE ZOMBIE" << endl;
7     cout << "TOTAL OF 5 ZOMBIES ARE COMING IN A ROW" << endl;
8     cout << "BEST OF LUCK BE AWARE!" << endl;
9     for (; z > 0; z--) {
10        HP = 100;
11        pass = 4;
12        while (HP > 0 && pass > 0) {
13            cout << "MORE ZOMBIES STILL ALIVE! KEEP FIGHTING!" << endl;
14            cout << "\nCHOOSE A WEAPON TO ATTACK:\n SWORD\n GUN\nPUNCH";
15            cin >> n;
16            if (n == 1) {
17                cout << "ATTACKED BY SWORD" << endl;
18                cout << "SPLASH" << endl;
19                HP -= 30;
20                cout << "EXCELLENT HIT!!" << endl;
21            } else if (n == 2) {
22                cout << "ATTACKED BY GUN" << endl;
23                cout << "DECHKAUM" << endl;
24                HP -= 50;
25                cout << "TUN";
26            } else if (n == 3) {
27                cout << "ATTACK BY PUNCH" << endl;
28                HP -= 10;
29                cout << "GOOD HIT!!";
30            } else {
31                cout << "INVALID CHOICE!\nRETRY!" << endl;
32                continue;
33            }
34        }
35    }
36}
```

2: GUN
3: PUNCH

Ln 25, Col 55 Spaces: 4 UTF-8 CRLF C++ Win32 Prettier

Weather alert
In effect

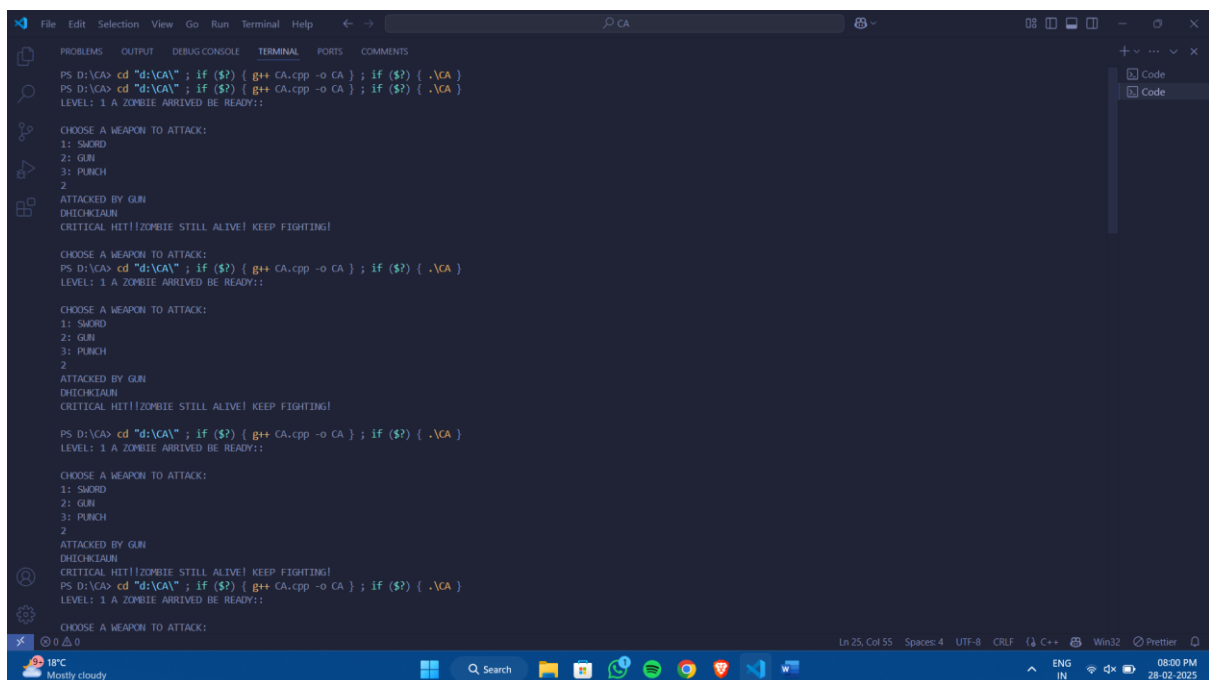
ENG IN 07:39 PM 28-02-2025



```
1 int main() {
2     // ...
3     cout << "ATTACKED BY GUN" << endl;
4     cout << "DIECKIAUM" << endl;
5     HP -= 50;
6     cout << "TUN";
7 } else if (n == 3) {
8     cout << "ATTACK BY PUNCH" << endl;
9     HP -= 10;
10    cout << "GOOD HIT!!";
11 } else {
12     cout << "INVALID CHOICE!\nRETRY!" << endl;
13     continue;
14 }
15 pass--;
16 if (pass == 0) {
17     cout << "0 CHANCES LEFT!";
18     cout << "\nYOU WERE EATEN BY A ZOMBIE!!\nMISSION FAILED!" << endl;
19 }
20 cout << "\nYOU WERE EATEN" << endl;
21 }
22 cout << "YOU SURVIVED THE NIGHT!" << endl;
23 return 0;}
```

Hurray u survived the night ..

The output:



```
PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .CA }
PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .CA }
LEVEL: 1 A ZOMBIE ARRIVED BE READY:

CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
2
ATTACKED BY GUN
DIECKIAUM
CRITICAL HIT!!ZOMBIE STILL ALIVE! KEEP FIGHTING!

CHOOSE A WEAPON TO ATTACK:
PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .CA }
LEVEL: 1 A ZOMBIE ARRIVED BE READY:

CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
2
ATTACKED BY GUN
DIECKIAUM
CRITICAL HIT!!ZOMBIE STILL ALIVE! KEEP FIGHTING!

PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .CA }
LEVEL: 1 A ZOMBIE ARRIVED BE READY:

CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
2
ATTACKED BY GUN
DIECKIAUM
CRITICAL HIT!!ZOMBIE STILL ALIVE! KEEP FIGHTING!

PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .CA }
LEVEL: 1 A ZOMBIE ARRIVED BE READY:

CHOOSE A WEAPON TO ATTACK:
```

```
File Edit Selection View Go Run Terminal Help
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS COMMENTS
CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
2
ATTACKED BY GUN
DIECHICKTAUN
PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .\CA }
LEVEL: 1 A ZOMBIE ARRIVED BE READY:
CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .\CA }
LEVEL: 1 A ZOMBIE ARRIVED BE READY:
CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
2
ATTACKED BY GUN
DIECHICKTAUN
CRITICAL HIT!! ZOMBIE STILL ALIVE! KEEP FIGHTING!
PS D:\CA> cd "d:\CA" ; if ($?) { g++ CA.cpp -o CA } ; if ($?) { .\CA }
LEVEL: 1 A ZOMBIE ARRIVED BE READY:
CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
2: GUN
ATTACKED BY GUN
LEVEL: 1 A ZOMBIE ARRIVED BE READY:
CHOOSE A WEAPON TO ATTACK:
1: SWORD
2: GUN
3: PUNCH
2: GUN
18°C Mostly cloudy
Ln 25, Col 55 Spaces: 4 UTF-8 CRLF C++ Win32 Prettier
08:01 PM 28-02-2025
```

In this game creation I have used the loops that is

- . for loop

- . while loop

the conditional statements that is

- . if

- . else

- . else if ...

Break statement

Thank you .