<https://drive.google.com/file/d/1YJQujZJOg877PJPMxoMZL2YAPvdQSZ3_/view?usp=sharing>

**ENHANCEMENTS IN GAME**

* Created the start page using the simple cpp graphics.
* Start page has buttons which directs the user to different pages.
* Player can enter his name in the command prompt and the name is displayed in the game.
* Three coins have been created which move in different paths one of these coins is a special coin.
* A bomb has also been created which unlocks at level two of the game (LEVEL 2 UNLOCKED AFTER 15 POINTS).
* Catching a bomb ends the game with a message on canvas.
* Score and message is also displayed at the end on the screen.
* Lives have also been created.
* If the lasso returns empty, a life is deducted.
* If the user yanks the lasso in order to retry, it automatically deducts a life.
* Since three coins have been created, the less likely case where all the coins are in the vicinity of loop has also been dealt with.
* The coin which is nearest to the lasso is caught.
* Basic layout of the game had a problem where on yanking, the number of coins automatically increased. This problem has been fixed.
* According to a mathematical function a gift coin will be sent which on catching gives an extra life.
* The gift coin is same in color as the normal coin.
* Display of lives and the target to be achieved has also been done on the screen.
* Also used the functions which can change the color of the text on the screen to make the game more attractive.