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#include <iostream>

#include <math.h>

#include <cstdlib>

#include <time.h>

#include <conio.h>

#include <Windows.h>

using namespace std;

int main()

{

char t;

int i, j;

bool gameover = false;

bool powerup = false;

char ball = 'o';

int ballx=20, bally=17;

int hprin1 = 3, hprin2 = 4, hprin3 = 5;

char papan = '\_';

int papanx1=5,papanx2=10;

bool ataskanan = true, bawahkanan = 0, ataskiri = 0, bawahkiri = 0;

while (!gameover) {

if (ataskanan == true) {

bally--;

ballx++;

if (bally == 2 && ballx > 0) {

ataskanan = false;

bawahkanan = true;

}

else if (ballx == 39 && bally > 0) {

ataskanan = false;

ataskiri = true;

}

else if (hprin1>0){

if ((bally==4||ballx==3)&&ballx==5){

ataskanan = false;

ataskiri = true;

}

else if ((bally==4||ballx==3)&&(ballx==6||ballx==7)){

ataskanan = false;

bawahkanan = true;

}

}

}

else if (bawahkanan == true) {

ballx++;

bally++;

if (ballx == 39 && bally > 0) {

bawahkanan = false;

bawahkiri = true;

}

else if (ballx > 0 && bally == 19) {

bawahkanan = false;

ataskanan = true;

}

}

else if (ataskiri == true) {

bally--;

ballx--;

if (ballx==2&&bally>0) {

ataskiri = false;

ataskanan = true;

}

else if (ballx > 0 && bally == 2) {

ataskiri = false;

bawahkiri = true;

}

}

else if (bawahkiri == true) {

bally++;

ballx--;

if (bally > 0 && ballx == 2) {

bawahkiri = false;

bawahkanan = true;

}

else if (bally == 19 && ballx > 0) {

bawahkiri = false;

ataskiri = true;

}

}

//=================================================================================

if (hprin1>0&&hprin2>0&&hprin3>0&&powerup==false){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

else if (i==3&&(j==36||j==37)||i==4&&(j==36||j==37)){

cout << "p";

}

else if (i==3&&(j==5||j==6||j==7||j==8)||i==4&&(j==5||j==6||j==7||j==8)){

cout << "1";

}

else if (i==4&&(j==30||j==31||j==32||j==33)||i==7&&(j==30||j==31||j==32||j==33)||i==5&&(j==31||j==32)||i==6&&(j==31||j==32)){

cout << "3";

}

else if (i==6&&j==10||i==10&&j==10||i==7&&(j==9||j==10||j==11)||i==9&&(j==9||j==10||j==11)||i==8&&(j==8||j==9||j==10||j==11||j==12)){

cout << "2";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1<=0&&hprin2>0&&hprin3>0&&powerup==false){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

else if (i==3&&(j==36||j==37)||i==4&&(j==36||j==37)){

cout << "p";

}

else if (i==4&&(j==30||j==31||j==32||j==33)||i==7&&(j==30||j==31||j==32||j==33)||i==5&&(j==31||j==32)||i==6&&(j==31||j==32)){

cout << "3";

}

else if (i==6&&j==10||i==10&&j==10||i==7&&(j==9||j==10||j==11)||i==9&&(j==9||j==10||j==11)||i==8&&(j==8||j==9||j==10||j==11||j==12)){

cout << "2";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1>0&&hprin2<=0&&hprin3>0&&powerup==false){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

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}

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cout << "1";

}

else if (i==4&&(j==30||j==31||j==32||j==33)||i==7&&(j==30||j==31||j==32||j==33)||i==5&&(j==31||j==32)||i==6&&(j==31||j==32)){

cout << "3";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1>0&&hprin2>0&&hprin3<=0&&powerup==false){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

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cout << "p";

}

else if (i==3&&(j==5||j==6||j==7||j==8)||i==4&&(j==5||j==6||j==7||j==8)){

cout << "1";

}

else if (i==6&&j==10||i==10&&j==10||i==7&&(j==9||j==10||j==11)||i==9&&(j==9||j==10||j==11)||i==8&&(j==8||j==9||j==10||j==11||j==12)){

cout << "2";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1<=0&&hprin2<=0&&hprin3>0&&powerup==false){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

else if (i==3&&(j==36||j==37)||i==4&&(j==36||j==37)){

cout << "p";

}

else if (i==4&&(j==30||j==31||j==32||j==33)||i==7&&(j==30||j==31||j==32||j==33)||i==5&&(j==31||j==32)||i==6&&(j==31||j==32)){

cout << "3";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1>0&&hprin2<=0&&hprin3<=0&&powerup==false){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

else if (i==3&&(j==36||j==37)||i==4&&(j==36||j==37)){

cout << "p";

}

else if (i==3&&(j==5||j==6||j==7||j==8)||i==4&&(j==5||j==6||j==7||j==8)){

cout << "1";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1<=0&&hprin2>0&&hprin3<=0&&powerup==false){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

else if (i==3&&(j==36||j==37)||i==4&&(j==36||j==37)){

cout << "p";

}

else if (i==6&&j==10||i==10&&j==10||i==7&&(j==9||j==10||j==11)||i==9&&(j==9||j==10||j==11)||i==8&&(j==8||j==9||j==10||j==11||j==12)){

cout << "2";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

if (hprin1>0&&hprin2>0&&hprin3>0&&powerup==true){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

else if (i==3&&(j==5||j==6||j==7||j==8)||i==4&&(j==5||j==6||j==7||j==8)){

cout << "1";

}

else if (i==4&&(j==30||j==31||j==32||j==33)||i==7&&(j==30||j==31||j==32||j==33)||i==5&&(j==31||j==32)||i==6&&(j==31||j==32)){

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cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1<=0&&hprin2>0&&hprin3>0&&powerup==true){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

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cout << "2";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

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cout << "\n";

}

}

else if (hprin1>0&&hprin2<=0&&hprin3>0&&powerup==true){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

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cout << "1";

}

else if (i==4&&(j==30||j==31||j==32||j==33)||i==7&&(j==30||j==31||j==32||j==33)||i==5&&(j==31||j==32)||i==6&&(j==31||j==32)){

cout << "3";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

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}

cout << "\n";

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}

else if (hprin1>0&&hprin2>0&&hprin3<=0&&powerup==true){

for (i = 1; i <= 20; i++) {

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//cout << " j" << j;

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}

else if (i==6&&j==10||i==10&&j==10||i==7&&(j==9||j==10||j==11)||i==9&&(j==9||j==10||j==11)||i==8&&(j==8||j==9||j==10||j==11||j==12)){

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cout << "3";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

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for (j = 1; j <= 40; j++) {

//cout << " j" << j;

if (i == bally && j == ballx) {

cout << ball;

}

else if (i==3&&(j==5||j==6||j==7||j==8)||i==4&&(j==5||j==6||j==7||j==8)){

cout << "1";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1<=0&&hprin2>0&&hprin3<=0&&powerup==true){

for (i = 1; i <= 20; i++) {

for (j = 1; j <= 40; j++) {

//cout << " j" << j;

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cout << ball;

}

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cout << "2";

}

else if (i == 1 || i == 20 || j == 1 || j == 40) {

cout << "#";

}

else {

cout << " ";

}

}

cout << "\n";

}

}

else if (hprin1==0&&hprin2==0&&hprin3==0){

gameover = true;

}

//=================================================================================

cout << "Hp Rintangan1 : " << hprin1 << endl;

cout << "Hp Rintangan2 : " << hprin2 << endl;

cout << "Hp Rintangan3 : " << hprin3 << endl;

if ((ballx==36||ballx==37)&&(bally==3||bally==4)){

powerup = true;

}

if (\_kbhit()) {

t = \_getch();

if (t == '0') {

gameover = true;

}

else if (t == '1') {

hprin1--;

}

else if (t == '2') {

hprin2--;

}

else if (t == '3') {

hprin3--;

}

else if (t == 'w') {

}

else if (t == 'a') {

}

else if (t == 's') {

}

else if (t == 'd') {

}

}

Sleep(300);

system("cls");

}

system("cls");

cout << "\n\n\n\n GAME OVER ";

Sleep(3000);

return 0;

}