Rocket Launch Animation

This project is a Bash-based rocket launch animation that runs directly in your terminal.

It features:

- A countdown before launch
- A colored ASCII rocket
- Animated flames and smoke while the rocket ascends
- Sound effects for launch and explosion (requires .mp3 files)
- A full-screen explosion animation
- A final ASCII art banner

Project Structure

Make sure all files are in the same folder:

Rocket.sh
rocket-launch.mp3
explosion.mp3

How to Run

1. Open your terminal.

2. Clone or download this repository.

3. Navigate into the folder containing Rocket.sh.

4. Give execution permissions:

- chmod +x Rocket.s
5. Run the script:

./Rocket.sh

Requirements

- MacOS / Linux terminal (with bash)

- figlet (for final ASCII banner). Install if missing:

```
sudo apt install figlet    # Ubuntu/Debian
brew install figlet        # MacOS
```

- tput (usually pre-installed with ncurses).

- afplay (MacOS default).

    - On Linux, replace afplay with mpg123

Sound Files

The script uses two sound effects:

- rocket-launch.mp3 → played during rocket ascent

- explosion.mp3 → played at the final explosion

Important: These files must be in the same folder as Rocket.sh, otherwise sound won't play and please replace afplay with mpg123 if you are using a linux/ubuntu

Demo of Sequence

1. Countdown → "Ignition!!"

2. Rocket launches upward with colored flames.

3. Launch sound plays until the rocket exits the screen.

4. Explosion sound + colored explosion animation.

5. Final ASCII message appears.

Customization

You can easily modify:

- Rocket design → edit the rocket=(...) array.

- Colors → change the \e[xxm escape codes.

- Explosion characters → edit the chars=(...) array.

- Sounds → replace rocket-launch.mp3 and explosion.mp3 with your own audio files.