Madara's Epic Journey: A Demon-Slaying Adventure

This detailed report chronicles the thrilling adventure of Madara as he embarks on a quest to defeat demons, conquer challenging terrains, and ultimately save the world. The report delves into the objective of the game, the background story, game functions and controls, each level of the game, as well as Madara's triumph and the reflections on the game experience. Additionally, it includes acknowledgments and references for the epic journey.

Darksiders

OBJECTIVE

- **The Software development   lab objective is to teach about (IGRAPHIC, Using C++ to develop our logics)**

- **We learn Dynamic memory allocation.**

- **Structure.**

- **File.**

```
char buttons[5][40] = { "images\\Button\\startButton.bmp", "ima

char pages[8][30] = { "images\\Page\\menuPage.jpg", "images\\Pa

char frames[15][40] = { "images\\frames\\frame.jpg", "images\\f
char frames1[1][40] = { "image\\levels\\level1.jpg" };

char b[3][50] = { "images\\background\\level_1_background.jpg",
char backGround1[8][50] = { "images\\background\\bg001.jpg", "i
"images\\background\\bg004.bmp","images\\background\\bg005.bmp"

char backGround2[8][50] = { "images\\background\\bg011.bmp", "i
"images\\background\\bg015.bmp", "images\\background\\bg016.bmp

char backGround3[8][50] = { "images\\background\\bg021.bmp", "i
"images\\background\\bg025.bmp", "images\\background\\bg026.bmp


char lifebar[6][50] = { "images\\lifebar\\lifebar1.bmp", "image
"images\\lifebar\\lifebar5.bmp", "images\\lifebar\\lifebar6.bmp

char levels[3][50] = { "images\\levels\\level1.jpg","images\\le
char gameOver[50] = { "images\\background\\gameOver.jpg" };


char herowalk[6][50] = { "images\\character\\walk1.bmp","images
"images\\character\\walk5.bmp","images\\character\\walk6.bmp"
```

```
int rnd = 0;
bool roundPass = false;
int gameState = -1;
int frameIndex = 0;
int frameIndex1 = 0;
bool musicOn = true;
bool enenmyshow = false;
bool frameShowed=false;
bool frameShowed1 = false;
int heroCoordinateX = 15;
int heroCoordinateY = 80;
int heroIndex = 0;
int heroReverseIndex = 0;
bool reverseStand = false;
bool standPosition = true;
int standCounter = 0;
int life = 0;
int life1 = 0;
int life2 = 0;
bool jump = false;
bool jumpUp = false;
```

Variables : We set all the variables here. & we utilize this in every header file in our game.

Declaration : Here we briefly describe our every declaration.

```cpp
#ifndef MENU_INCLUDED
#define MENU_INCLUDED
#include"variables.h"
#include<iostream>

struct buttonCordinate{
    int x;
    int y;
}buttonCordinate[5];

void showButton(){

    int sum = 200;
    for (int i = 4; i >= 0; i--){
        buttonCordinate[i].x = 50;
        buttonCordinate[i].y = sum;
        sum += 100;
    }
}

void menuShow(){
    iShowImage(0, 0, screenWidth, screenHeigth, iLoa
    
    for (int i = 0; i < 5; i++){
    
        iShowBMP2(buttonCordinate[i].x, buttonCordin
    }
}
```

```cpp
struct renderBackground{
    int x, y;
} background[8];
renderBackground background2[8];
renderBackground background3[8];
void bgShow(){
    for (int i = 0; i < 8; i++)
        iShowBMP(background[i].x, background[i].y, backGround1[i]);
}
void bgShow2(){
    for (int i = 0; i < 8; i++)
        iShowBMP(background2[i].x, background2[i].y, backGround2[i]);
}
void bgShow3(){
    for (int i = 0; i < 8; i++)
        iShowBMP(background3[i].x, background3[i].y, backGround3[i]);
}

bool showing_scoring = false;
int cnt_scor = 0;
```

Menu Page : **We call menu page from iMain and use array in the button coordinates.**

Background Rendering : **We use structure in renderBackground.Than call bgShow and call structure in it.**

```
void highscore()
{
    FILE *fp = fopen("images\\Button\\score.txt","r");
    if (fp != NULL)
    {
        fscanf(fp, "%d", &score);
        fclose(fp);
    }
    if (killScore > score){
        score = killScore;
        fp = fopen("images\\Button\\score.txt", "w");
        if (fp != NULL){
            fprintf(fp, "%d", killScore);
            fclose(fp);
        }
    }
}
void showscore()
{
    FILE *fptr = fopen("images\\Button\\score.txt", "r");
    if (fptr != NULL)
    {
        fscanf(fptr, "%d", &sscore);
        fclose(fptr);
    }
    iSetColor(0, 0, 0);
    iText(700, 700, "HIGHSCORE IS:", GLUT_BITMAP_TIMES_ROMAN_24);
    iText(890, 700, stringConverter(sscore), GLUT_BITMAP_TIMES_ROMAN_24);
}
void scorecounter()
{
    iSetColor(255, 0, 0);
    iText(1380, 850, "SCORE:", GLUT_BITMAP_TIMES_ROMAN_24);
    iText(1480, 850,stringConverter(score) , GLUT_BITMAP_TIMES_ROMAN_24);
}
```

```
Player o1;
void high_page_sorting(){
    FILE *fp = fopen("high_score.txt", "a");
    fprintf(fp, "%s %d\n", o1.name, o1.score);
    fclose(fp);
}
void showing_score_page(){
    int z;
    FILE *fp = fopen("high_score.txt", "r");
    char chs[30];
    int cnt = 0;
    while (fscanf(fp, "%s%d", &chs, &z) != EOF)
    {
        cnt++;
    }
    sorts o2[100];
    fclose(fp);
    fp = fopen("high_score.txt", "r");
    for (int i = 0; i < cnt; i++)
    {
        fscanf(fp, "%s%d", &chs, &z);
        strcpy(o2[i].ch, chs);
        o2[i].sc = z;
    }
    fclose(fp);
    fp = fopen("high_score.txt", "r");
    sort_stru(o2, cnt);
    int x = cnt;
    if (cnt>7){
```

File : To maintain score and sorting the scores with name we use file. In file we can easily store our scores with name.

Score : We use write(w),read (r) in file that can easily write in file and show things in score menu.

Objective of the Game

The objective of the game is to guide Madara through various levels on his quest to defeat demons and save the world. Players must navigate through different challenges, acquire essential skills, and make strategic choices to overcome the obstacles that stand in Madara's way. The game is designed to test players' problem-solving abilities and resilience in the face of adversity.

Background Story

Title: "Madara's Redemption"

In a world overrun by malevolent demons, Madara, a once-feared warrior, finds himself tormented by guilt and regret over the havoc he unleashed upon the innocent. Driven by a desperate desire for redemption, Madara embarks on a perilous journey to eradicate the demonic forces that threaten to consume the world.

Haunted by the memories of his past, Madara seeks out ancient texts and mystical artifacts that hold the key to unlocking a power capable of defeating the demons. Along the way, he encounters a diverse group of allies, each with their own reasons for joining his quest. Together, they navigate treacherous landscapes, battle grotesque demons, and confront the darkness that resides within Madara himself.

As Madara and his companions delve deeper into the heart of demonic territory, they uncover a sinister plot orchestrated by a powerful demon lord aiming to plunge the world into eternal darkness. Madara must confront not only external threats but also the internal demons that have long plagued his soul.

Throughout the journey, Madara undergoes a transformation, not just in his abilities but in his character. He learns the value of forgiveness, compassion, and sacrifice. The bond forged with his companions becomes a source of strength, and together, they face increasingly formidable challenges.

In the climax, Madara faces the demon lord in an epic battle, drawing upon the newfound wisdom and strength he has gained. As the clash between good and evil unfolds, Madara makes the ultimate sacrifice to save the world. In a burst of blinding light, the demons are vanquished, and the world is freed from their malevolent grasp.

However, the victory comes at a cost, and Madara pays the price with his own life. As he breathes his last, a sense of peace and redemption washes over him, and the world begins to heal. Madara's legacy lives on in the memories of those he saved, inspiring future generations to choose the path of light over darkness.

"Madara's Redemption" is a tale of self-discovery, redemption, and the enduring power of hope in the face of overwhelming darkness.

Game Functions and Controls

The game offers a range of functions and controls that allow players to interact with the environment, battle demons, and navigate through treacherous landscapes. From combat mechanics to character abilities, players must master the various functions and controls to progress effectively. The immersive experience is enhanced by intuitive controls and seamless gameplay.

Function	Description
Movement	Control Madara's movements through keyboard buttons.
Combat	Engage in battles using a combination of attacks, defenses, and special abilities
Inventory	Manage items and resources collected throughout the journey

BUTTONS

Start

Game Mechanism
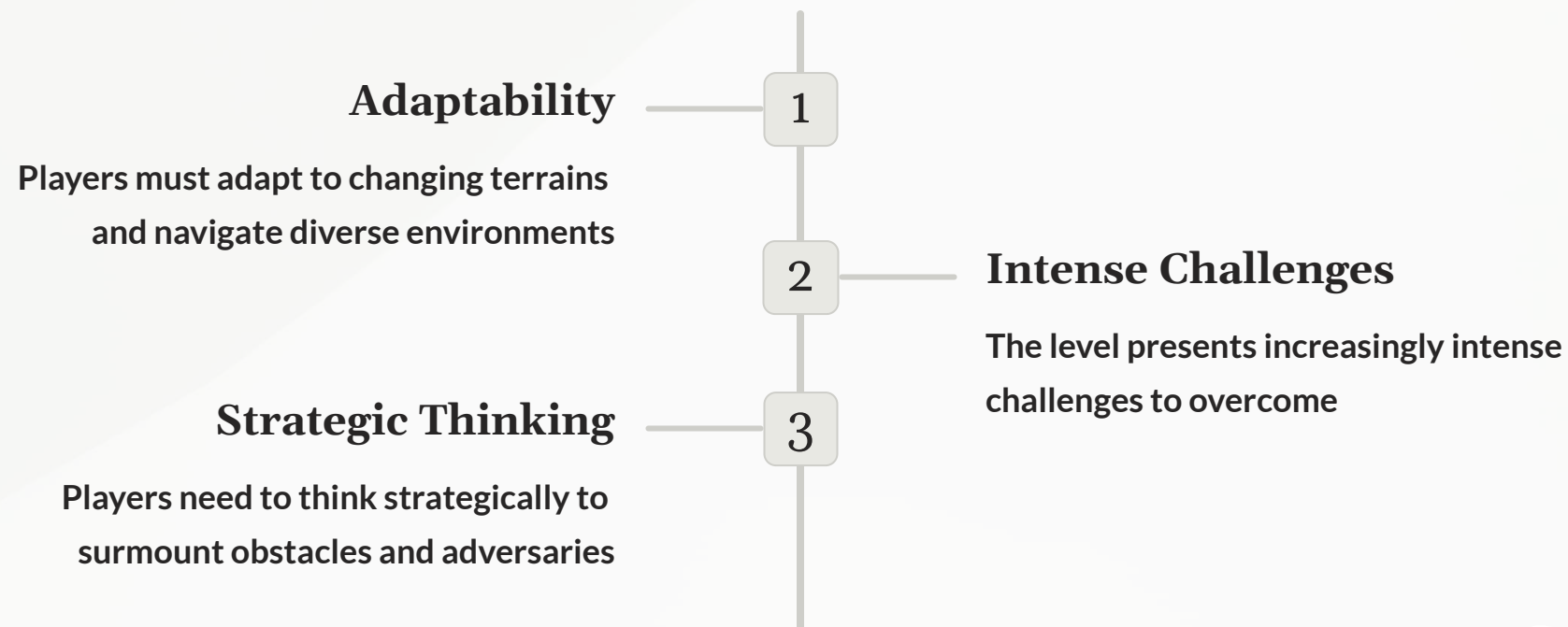
Score

Credits

Quit

HERO

VILLAIN1 VILLAIN2 MAIN VILLAIN

Level 1 : Madara's Mission to Defeat Demons

In this level, Madara begins his quest by venturing into the demon-infested lands. Players must help Madara battle lesser demons and overcome initial challenges. The level introduces basic combat mechanics and allows players to familiarize themselves with Madara's abilities. Each victory brings Madara closer to his ultimate goal.

Level 2 : Madara's Journey Through Challenging Terrains

As Madara progresses, the challenges become more daunting. Players are tasked with guiding Madara through treacherous terrains, including unforgiving wilderness and perilous obstacles. The level features intricate puzzles, environmental hazards, and strategic encounters that test the players' adaptability and problem-solving skills.

Adaptability — 1

Players must adapt to changing terrains and navigate diverse environments

2 — **Intense Challenges**

The level presents increasingly intense challenges to overcome

Strategic Thinking — 3

Players need to think strategically to surmount obstacles and adversaries

Level 3 : Madara's Final Battle Against the Hashirama Senju.

At the peak of the game, Madara faces the ultimate showdown against the Demon King. The player's dexterity and strategic decision-making come to the forefront as they guide Madara through a series of epic confrontations. Victory in this level determines the destiny of the world, culminating in a thrilling and dramatic climax.

1	2	3
Battle Strategy	**Dramatic Confrontations**	**Critical Decision-Making**
Players devise battle strategies to outwit the formidable Demon King	The level is filled with intense and emotionally charged confrontations	Every decision made by the player impacts the outcome of the final battle

Conclusion : Madara's Triumph and Saving the World

After a series of grueling trials, Madara emerges victorious, defeating the Demon King and restoring peace to the realm. The conclusion presents a heartfelt narrative of triumph and heroism, underscoring the significance of Madara's journey and the impact of the player's efforts in shaping the fate of the world.

1 Triumphant Victory	2 World Restoration	3 Player's Impact
Madara's triumph represents the ultimate victory over darkness and evil	Peace and serenity are restored to the realm due to Madara's courageous acts	The player's influence is revealed through the profound changes in the game world

Reflection on the Game Experience

Players are provided with an opportunity to reflect on their journey alongside Madara. The section delves into the emotional and psychological impact of the game, highlighting the immersive experience, personal growth, and the enduring lessons derived from the epic adventure.

Emotional Immersion

Players experience a deep emotional connection with the game's characters and storyline

Personal Growth

The game fosters personal growth through challenges and triumphs

Enduring Lessons

Players carry forward valuable life lessons from the game experience

Acknowledgments and References

The final section offers acknowledgments to the individuals or entities involved in the development, inspiration, and support of the game. Additionally, it provides a list of references, including sources of inspiration and scholarly works that contributed to the game's creation and narrative.

By,

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