

main.cpp - src - Visual Studio Code

EXPLORER

OPEN EDITORS

- main.cpp
- world.hpp

SRC

- .vscode
- a.exe
- enemyShip.cpp
- enemyShip.hpp
- main.cpp
- playerShip.cpp
- playerShip.hpp
- pong.py
- ship.cpp
- ship.hpp
- world.cpp
- world.hpp

PROBLEMS

OUTPUT

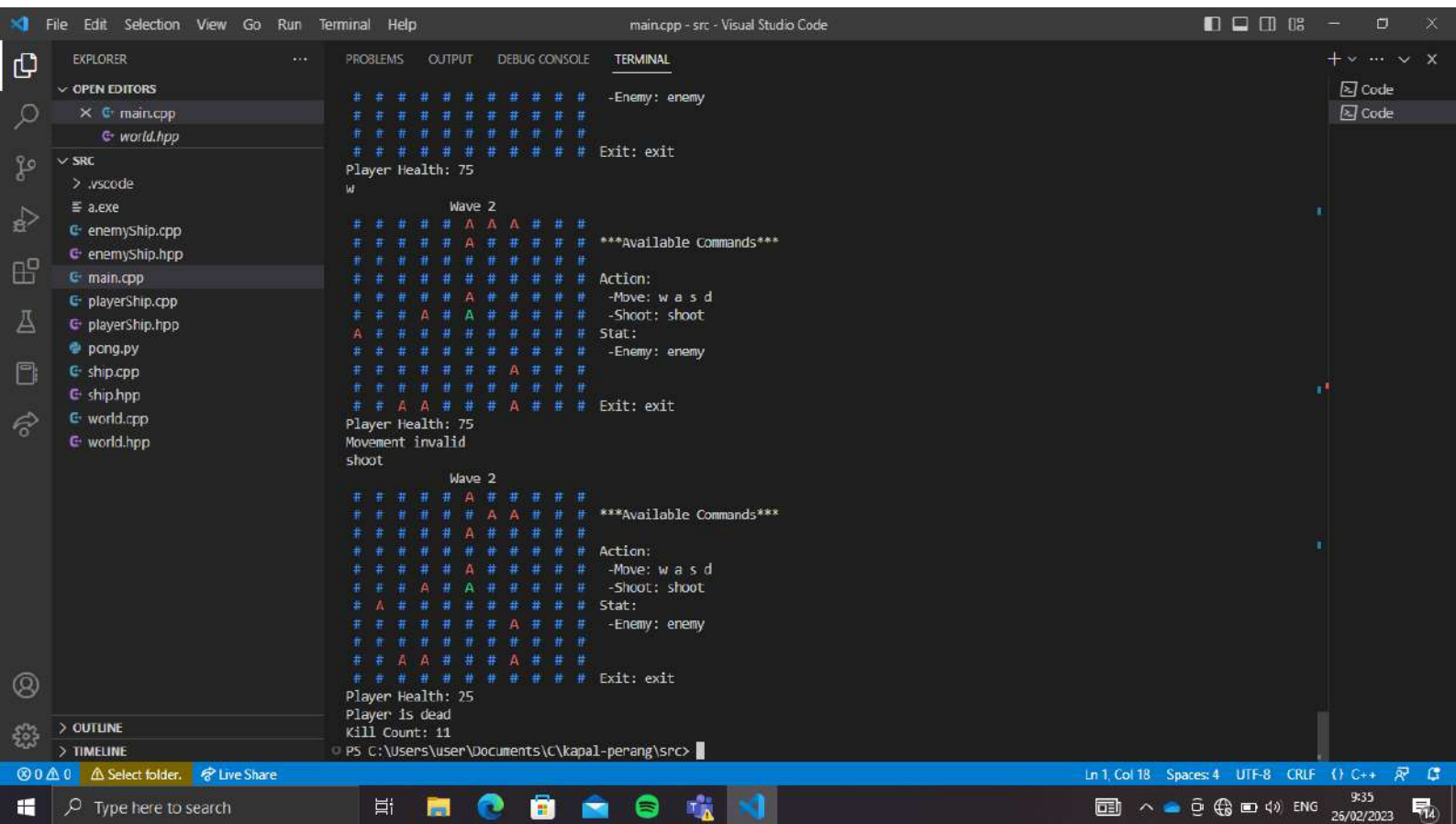
DEBUG CONSOLE

TERMINAL

```
##### -Enemy: enemy
#####
#####
##### Exit: exit
Player Health: 75
w
      wave 2
##### A A #####
##### A A ##### ***Available Commands***
##### A A #####
##### Action:
##### -Move: w a s d
##### -Shoot: shoot
##### Stat:
##### -Enemy: enemy
#####
##### Exit: exit
Player Health: 75
Movement invalid
shoot
      wave 2
##### A A #####
##### A A ##### ***Available Commands***
##### A A #####
##### Action:
##### -Move: w a s d
##### -Shoot: shoot
##### Stat:
##### -Enemy: enemy
#####
##### Exit: exit
Player Health: 25
Player is dead
Kill Count: 11
PS C:\Users\user\Documents\C\kapal-perang\src>
```

Ln 1, Col 18 Spaces: 4 UTF-8 CRLF C++

9:32 26/02/2023



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OUTPUT

DEBUG CONSOLE

TERMINAL

```
6      150      (6,1)
7      150      (5,4)
8      150      (1,6)
9      150      (9,2)
10     150      (0,4)
11     150      (2,5)

Wave 1
# A # # # # A # # # #
# # # # # A # # # # ***Available Commands***
# # # # # # # # # A #
# # # # # # # # # Action:
A # # A # A # # # # -Move: w a s d
# A A # # A # # # # -Shoot: shoot
# A # # # # # # # # Stat:
# # # # # # # # # -Enemy: enemy
# # # # # # # # #
# # # # # # # # # Exit: exit
Player Health: 500
shoot

Wave 1
# A # # # # A # # # #
# # # # # A # # # # ***Available Commands***
# # # # # # # # # A #
# # # # # # # # # Action:
A # # A # A # # # # -Move: w a s d
# A A # # A # # # # -Shoot: shoot
# A # # # # # # # # Stat:
# # # # # # # # # -Enemy: enemy
# # # # # # # # #
# # # # # # # # # Exit: exit
Player Health: 500
shoot

Wave 1
# # # # # A # # # #
# A # # # # A # # # # ***Available Commands***
```

Ln 1, Col 18 Spad

Arkan [Asrama Sangkuriang ...
Di optik selman aku dulu p...

9:52
26/02/2023

