// C Program for Dino Game

#include <conio.h>

#include <iostream>

#include <stdio.h>

#include <time.h>

#include <windows.h>

// Function to set the console cursor position

void moveTo(int x, int y)

{

COORD coord;

coord.X = x;

coord.Y = y;

SetConsoleCursorPosition(

GetStdHandle(STD\_OUTPUT\_HANDLE), coord);

}

// Function to pause execution for a given number of

// milliseconds

void pause(unsigned int milliseconds)

{

clock\_t goal = milliseconds + clock();

while (goal > clock())

;

}

// Function to display game information on the console

void displayGameInfo()

{

system("cls");

moveTo(10, 2);

printf("Press X to Exit, Press Space to Jump");

moveTo(62, 2);

printf("SCORE : ");

moveTo(1, 25);

for (int x = 0; x < 79; x++)

printf("п");

}

// Global variables for jump height and game speed

int jumpHeight, gameSpeed = 40;

// Function to display the character on the console

void displayCharacter(int jumpType = 0)

{

static int animationState = 1;

// Update the jump height based on the jump type

if (jumpType == 0)

jumpHeight = 0;

else if (jumpType == 2)

jumpHeight--;

else

jumpHeight++;

// Display the character at the specified position

moveTo(2, 15 - jumpHeight);

printf(" ");

moveTo(2, 16 - jumpHeight);

printf(" мллл ");

moveTo(2, 17 - jumpHeight);

printf(" ллллллл ");

moveTo(2, 18 - jumpHeight);

printf(" ллллллллл ");

moveTo(2, 19 - jumpHeight);

printf(" лллллплллл ");

moveTo(2, 20 - jumpHeight);

printf(" млллллппллллм ");

moveTo(2, 21 - jumpHeight);

printf(" ллллллпплллллл ");

moveTo(2, 22 - jumpHeight);

printf(" пллллллппллллп ");

moveTo(2, 23 - jumpHeight);

if (jumpType == 1 || jumpType == 2) {

printf(" ллп плпппл ");

moveTo(2, 24 - jumpHeight);

printf(" лм лм ");

}

else if (animationState == 1) {

printf(" пллп ппп ");

moveTo(2, 24 - jumpHeight);

printf(" лм ");

animationState = 2;

}

else if (animationState == 2) {

printf(" плм пл ");

moveTo(2, 24 - jumpHeight);

printf(" лм ");

animationState = 1;

}

moveTo(2, 25 - jumpHeight);

if (jumpType != 0) {

printf(" ");

}

else {

printf("ппппппппппппппппп");

}

pause(gameSpeed);

}

// Function to display the obstacle on the console

void displayObstacle()

{

static int obstaclePosition = 0, score = 0;

// Check for collision with the obstacle

if (obstaclePosition == 56 && jumpHeight < 4) {

score = 0;

gameSpeed = 40;

moveTo(36, 8);

printf("Game Over");

getch();

moveTo(36, 8);

printf(" ");

}

// Display the obstacle at the specified position

moveTo(74 - obstaclePosition, 20);

printf("л л ");

// ... (rest of the obstacle display)

// Update obstacle position and score

obstaclePosition++;

if (obstaclePosition == 73) {

obstaclePosition = 0;

score++;

moveTo(70, 2);

printf(" ");

moveTo(70, 2);

printf("%d", score);

if (gameSpeed > 20)

gameSpeed--;

}

}

// Main function

int main()

{

// Set console mode and initialize variables

system("mode con: lines=29 cols=82");

char input;

int i;

displayGameInfo();

// Game loop

while (true) {

// Continuous display of character and obstacle

// until a key is pressed

while (!kbhit()) {

displayCharacter();

displayObstacle();

}

// Handle user input

input = getch();

if (input == ' ') {

// Jump animation when the space key is pressed

for (i = 0; i < 10; i++) {

displayCharacter(1);

displayObstacle();

}

for (i = 0; i < 10; i++) {

displayCharacter(2);

displayObstacle();

}

}

else if (input == 'x') {

// Exit the game if the 'X' key is pressed

return (0);

}

}

return 0;

}