VIT®

Vellore Institute of Technology

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SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

FOOD HUNTER

A project submitted in partial fulfillment of the requirements for the degree of Bachelor of Technology in Computer Science and Engineering

By

Sahith D (17BCE0422)

Course Instructor

Gopinath. M.P

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UNDERTAKING:

This is to declare that the project entitled “Project Title” is an original work done by undersigned, in partial fulfillment of the requirements for the degree “Bachelor of Technology in Computer Science and Engineering” at School of Computer Science and Engineering, Vellore Institute of Technology (VIT), Vellore.

All the analysis, design and system development have been accomplished by the undersigned. Moreover, this project has not been submitted to any other college or University.

ABSTRACT

This proposed game is basically a hunter game in which one object(hunter) can be controlled with the help of arrow keys and the game can be paused using space bar .In the starting of the game the screen with “hello!!” appears on the screen.If we press enter the player can start to paplay the game. The hunter has three lives he must catch the food without stopping and hitting the walls in the game .If the hunter hits the walls he looses his life. He will have three lives. The hunter moves very fast in order to make the game more difficult.when the palyer looses all his lives the screen shows game over and the palyer name and time of entry are noted.In a file with which has all the data of all the palyers who palyed previously and the highest scores of the players.

Tools used

>Cpp compiler (code blocks)

> windows interface

Code :

Header files used:

```
#include <stdio.h>
#include <time.h>
#include <stdlib.h>
#include <conio.h>
#include<time.h>
#include<ctype.h>
#include <time.h>
#include <windows.h>
#include <process.h>
```

Components of the game:

```
void record()
void Delay()
void Move()
void Food()
void Print()
void GotoXY(int x,int y)
void Boarder()
void Down()
void Left()
void Up()
void Right()
void ExitGame()
```

Function for movement

```
while(!kbhit());
   a=getch();
   if(a==27)
   {
      system("cls");
      exit(0);
   }
   key=getch();

if((key==RIGHT&&head.direction!=LEFT&&head.direction!=RIGHT)||(key==LEFT&&hea
d.direction!=RIGHT&&head.direction!=LEFT)||(key==UP&&head.direction!=DOWN&&he
ad.direction!=UP)||(key==DOWN&&head.direction!=UP&&head.direction!=DOWN))
   {
      bend_no++;
      bend[bend_no]=head;
```

```
        head.direction=key;
        if(key==UP)
            head.y--;
        if(key==DOWN)
            head.y++;
        if(key==RIGHT)
            head.x++;
        if(key==LEFT)
            head.x--;
        Move();
    }

    else if(key==27)
    {
        system("cls");
        exit(0);
    }

    else
    {
        printf("\a");
        Move();
    }
}
```

Code for boarder:

```
void Boarder()
{
    system("cls");
    int i;
    GotoXY(food.x,food.y);     /*displaying food*/
    printf("F");
    for(i=10; i<71; i++)
    {
        GotoXY(i,10);
        printf("#");
        GotoXY(i,30);
        printf("#");
    }
    for(i=10; i<30; i++)
    {
        GotoXY(10,i);
        printf("#");
        GotoXY(70,i);
        printf("#");
    }
```

Function for generating file(list of name)

```
void record()
{   char plname[20],nplname[20],cha,c;
    int i,j,px;
    FILE *info;
    info=fopen("record.txt","a+");
    getch();
    system("cls");
    printf("Enter your name\n");
    scanf("%[^\n]",plname);
    fprintf(info,"Player Name :%s\n",nplname);

    time_t mytime;
    mytime = time(NULL);
    fprintf(info,"Date:%s",ctime(&mytime));
    fprintf(info,"Score:%d\n",px=Scoreonly());
    for(i=0; i<=50; i++)
    fprintf(info,"%c",'_');
    fprintf(info,"\n");
    fclose(info);
    printf("press 'y' to see past records\n");
    cha=getch();
    system("cls");
    if(cha=='y')
    {
        info=fopen("record.txt","r");
        do
        {
            putchar(c=getc(info));
        }
        while(c!=EOF);
    }
    fclose(info);
}
```

Fuction for generating food at random points

```
void Food()
{
    if(head.x==food.x&&head.y==food.y)
    {
        length++;
        time_t a;
        a=time(0);
```

```
        srand(a);
        food.x=rand()%70;
        if(food.x<=10)
            food.x+=11;
        food.y=rand()%30;
        if(food.y<=10)

            food.y+=11;
    }
    else if(food.x==0)
    {
        food.x=rand()%70;
        if(food.x<=10)
            food.x+=11;
        food.y=rand()%30;
        if(food.y<=10)
            food.y+=11;
    }
}
```

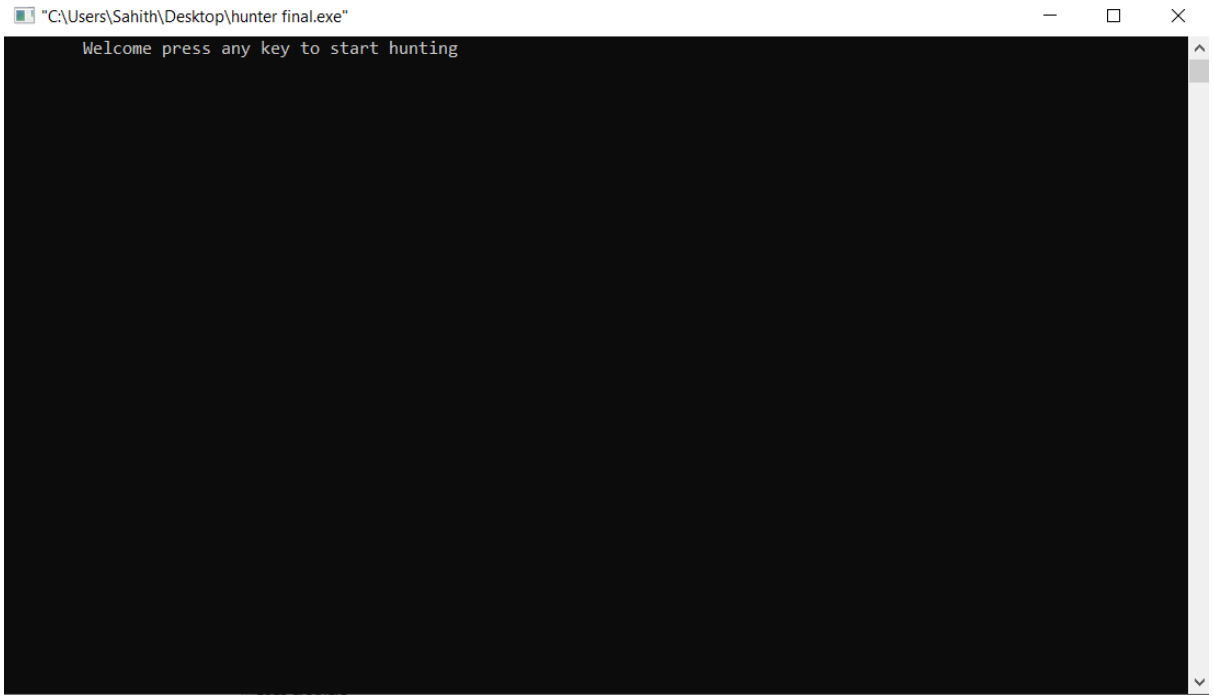
Function for printing the initial screen

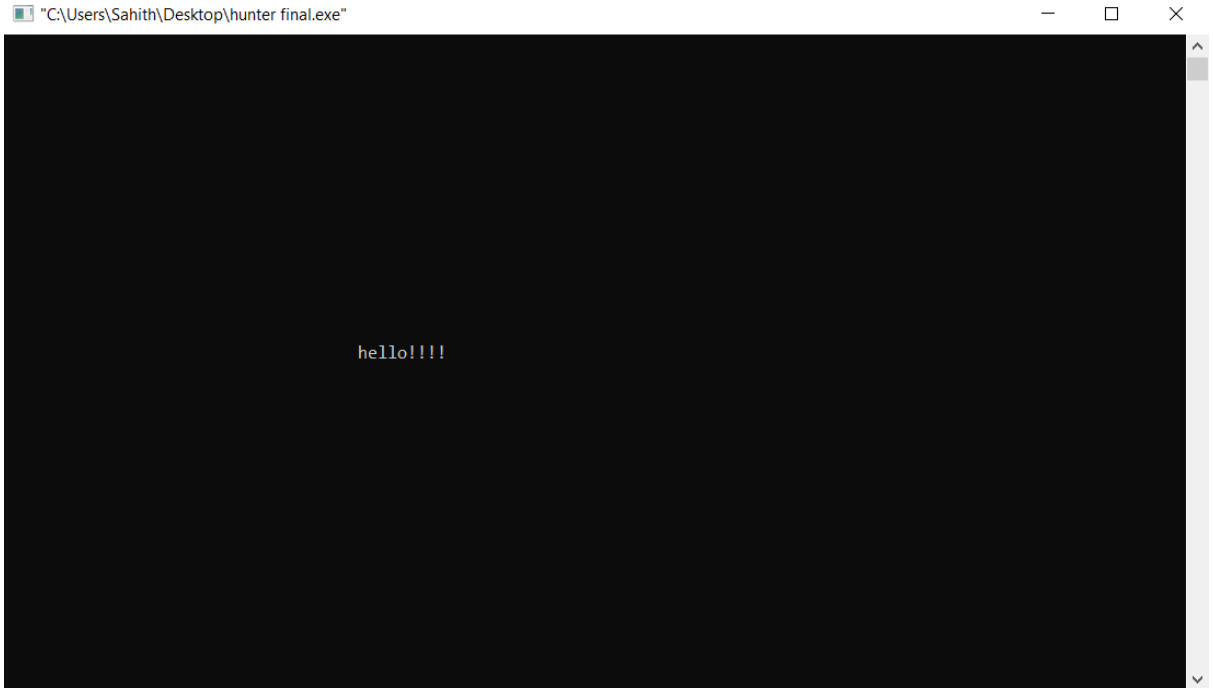
```
void Print()
{   printf("\tWelcome press any key to start hunting\n");
    getch();
    system("cls");
    if(getch()==27)
        exit(0);
}
```

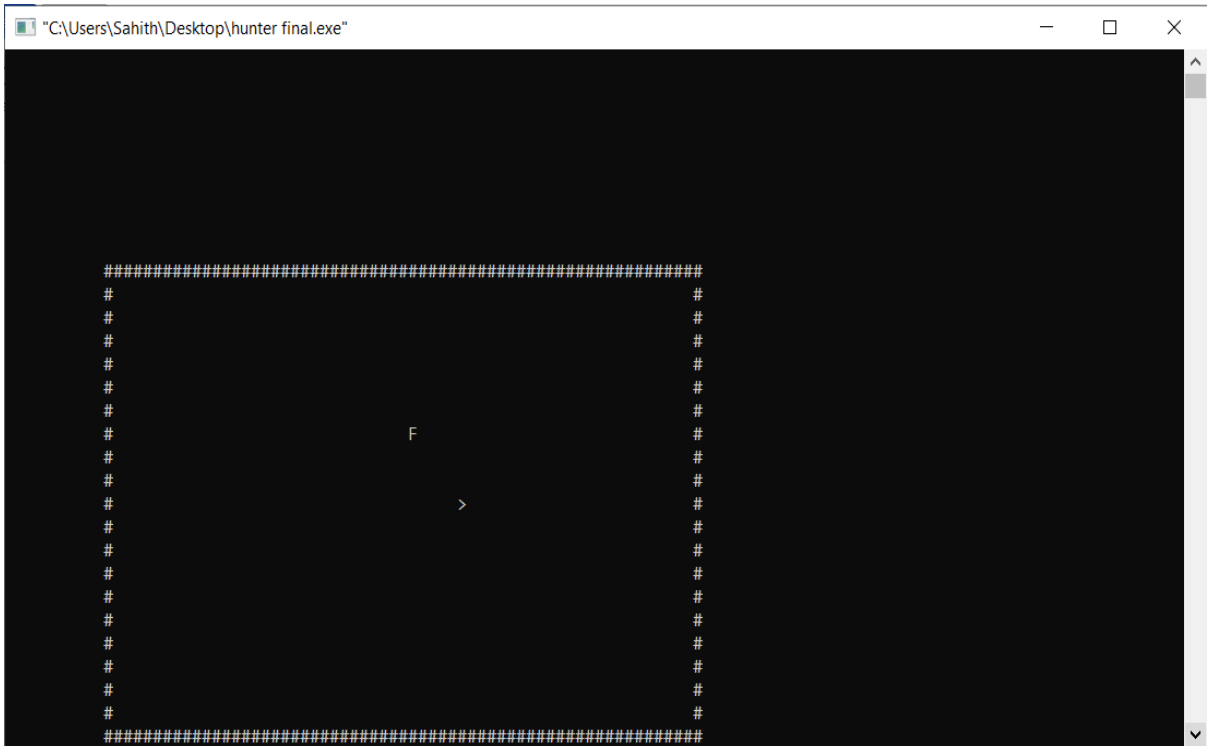
Function to calculate the score:

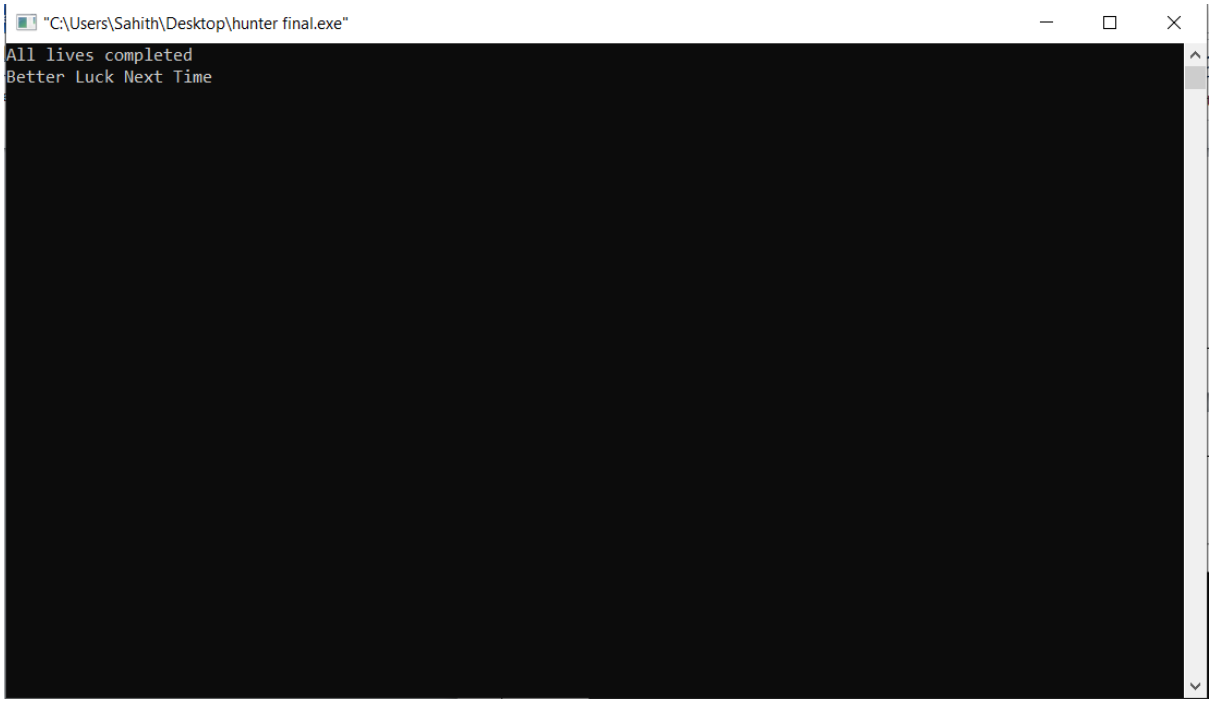
```
int Score()
{
    int score;
    GotoXY(20,8);
    score=length-5;
    printf("SCORE : %d",(length-5));
    score=length-5;
    GotoXY(50,8);
    printf("Life : %d",life);
    return score;
}
```

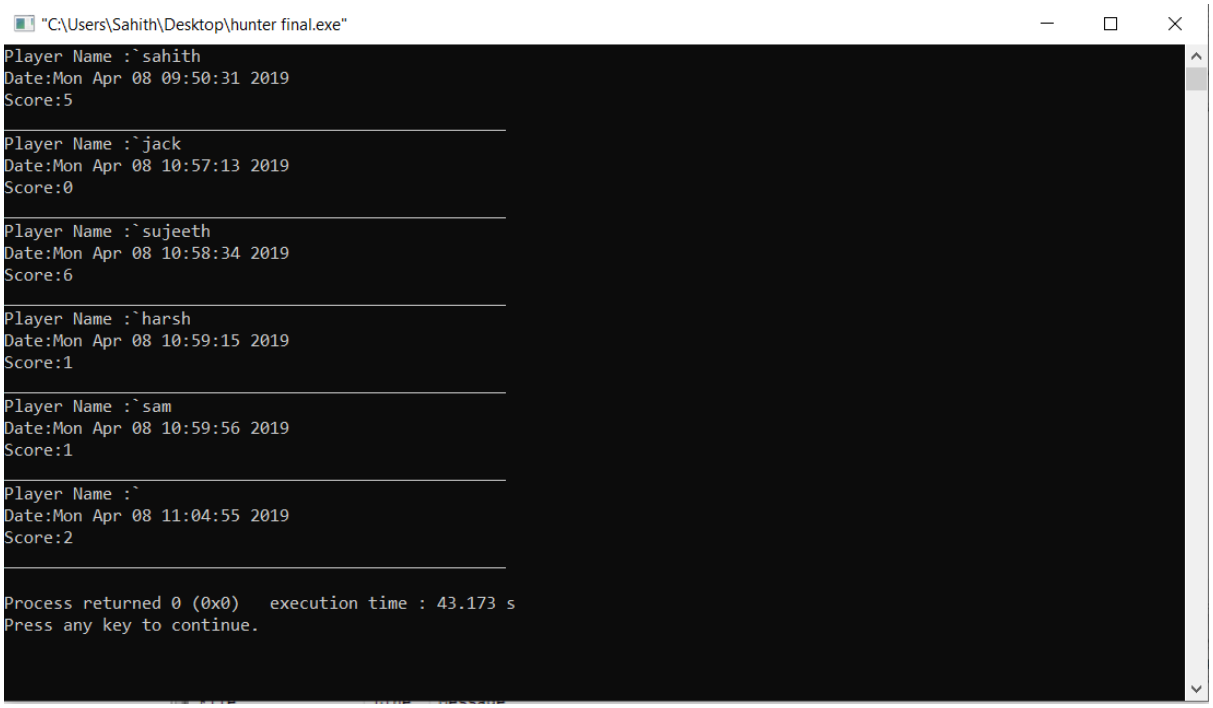
Screen shots :






"C:\Users\Sahith\Desktop\hunter final.exe"
F
>


"C:\Users\Sahith\Desktop\hunter final.exe"
All lives completed
Better Luck Next Time


"C:\Users\Sahith\Desktop\hunter final.exe"
Player Name :`sahith
Date:Mon Apr 08 09:50:31 2019
Score:5
Player Name :`jack
Date:Mon Apr 08 10:57:13 2019
Score:0
Player Name :`sujeeth
Date:Mon Apr 08 10:58:34 2019
Score:6
Player Name :`harsh
Date:Mon Apr 08 10:59:15 2019
Score:1
Player Name :`sam
Date:Mon Apr 08 10:59:56 2019
Score:1
Player Name :`
Date:Mon Apr 08 11:04:55 2019
Score:2
Process returned 0 (0x0) execution time : 43.173 s
Press any key to continue.