

# CS 101 PROJECT

## LASSO GAME

Following are the rules of the game:

In built:

- You have to catch the coin by throwing lasso.
- Lasso can be thrown using t, catch the coin using l and get it back using y.
- = is used for increasing and – for decreasing the speed of lasso.
- Square brackets ([, ]) are used to change the angle of throw.
- q is used to exit from the game.

Enhancements:

- Different **levels** have been introduced to the game
- You need to get coins score of 3 to get to the next level.
- In level 1, you have to simply collect the coin oscillating vertically.
- In level 2, the task will become difficult as the coin would be moving in a **parabola**.
- In level 3, we will have **black coins**, collecting which your score will reduce by 1.
- In level 4, beware of the **bomb** (red color) as catching it would lead to a blast and end of the game.
- Keep in mind, 3 continuous **failed attempts** will make you lose the game.
- You need to clear these 4 levels to win the game.

A demo of the game at

[https://drive.google.com/file/d/1e0K-VT7bH953fubSKRSy\\_TOGRaRqijD3/view?usp=sharing](https://drive.google.com/file/d/1e0K-VT7bH953fubSKRSy_TOGRaRqijD3/view?usp=sharing)

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