Mini Project

#include<conio.h>

#include<PROCESS.h>

#include<stdio.h>

#include<graphics.h>

#include<dos.h>

#include<iostream.h>

int i,j,k,p,score;

union REGS in,out;

int exite(int);

int mousehide(){

in.x.ax=2;

int86(51,&in,&out);

return 1;

}

int traffic(int x, int j,int color){

setfillstyle(1,color);

bar3d(x,j,x+30,j+30,0,0);

setfillstyle(1,color+1);

bar3d(x+5,j+30,x+25,j+40,0,0);

setfillstyle(1,0);

bar3d(x+1,j+32,x+5,j+38,0,0);

setfillstyle(1,0);

bar3d(x+26,j+32,x+30,j+38,0,0);

setcolor(8);

setfillstyle(1,8);

bar3d(x,j-70,x+30,j,0,0);

return j;

}

void check(int xpos,int x1, int j, int color){

traffic(xpos,j,color);

if(x1>xpos-30 && x1<xpos+30 && (j+29)<(getmaxy()-38) && (j+35)>(getmaxy()-43) ){

gotoxy(33,15);

printf("GAME OVER");

delay(100);

delay(100);

delay(100);

exite(2);

delay(1000);

exit(1);

}

}

void car(int x1){

//tyres

setfillstyle(1,BLACK);

bar3d(x1+1,getmaxy()-38,x1+5,getmaxy()-32,0,0);

setfillstyle(1,BLACK);

bar3d(x1+25,getmaxy()-38,x1+29,getmaxy()-32,0,0);

//body

setfillstyle(1,YELLOW);

bar3d(x1+5,getmaxy()-40,x1+25,getmaxy()-30,0,0);

setfillstyle(4,BLUE);

bar3d(x1,getmaxy()-30,x1+30,getmaxy(),0,0);

//clearing graphics

setfillstyle(1,8);

setcolor(8);

bar3d(x1-10,getmaxy()-40,x1,getmaxy(),0,0);

setfillstyle(1,8);

bar3d(x1+30,getmaxy()-40,x1+40,getmaxy(),0,0);

setfillstyle(1,BLACK);

bar3d(x1+25,getmaxy()-38,x1+29,getmaxy()-32,0,0);

setfillstyle(1,BLACK);

bar3d(x1+1,getmaxy()-38,x1+5,getmaxy()-32,0,0);

}

getmouseposi(int \*x,int \*y,int \*button){

in.x.ax=3;

int86(51,&in,&out);

\*x=out.x.cx;

\*y=out.x.dx;

\*button=out.x.bx;

return 0;

}

void setposi(int &xpos,int &ypos){

in.x.ax=4;

in.x.cx=xpos;

in.x.dx=ypos;

int86(51,&in,&out);

}

int callmouse(){

in.x.ax=1;

int86(51,&in,&out);

return 1;

}

int trackmove(int i){

setfillstyle(1,15);

bar3d(getmaxx()/2,i,(getmaxx()/2)+10,i+100,0,0);

//delay(1);

if(i>100){

setfillstyle(1,8);

setcolor(8);

bar3d(getmaxx()/2,i,(getmaxx()/2)+10,i-100,0,0);

}

setfillstyle(1,15);

bar3d(getmaxx()/2,i+200,(getmaxx()/2)+10,i+300,0,0);

//delay(1);

if(i>300){

setfillstyle(1,8);

setcolor(8);

bar3d(getmaxx()/2,i,(getmaxx()/2)+10,i-100,0,0);

}

return 0;

}

void setgraphics(){

int gdriver=DETECT,gmode;

initgraph(&gdriver,&gmode,"..\\bgi");

}

void setgraphics2(){

int gdriver=DETECT,gmode;

initgraph(&gdriver,&gmode,"");

}

void start(){

setgraphics();

settextstyle(2,0,5);

outtextxy(60,230,"INSTRUCTIONS: move the mouse to avoid");

settextstyle(2,0,5);

outtextxy(60,247,"collision with oncoming vehicles.");

settextstyle(2,0,5);

outtextxy(90,287,"PRESS ANY KEY TO START!");

for(int i=1;i<=8;++i){

setcolor(i+1);

settextstyle(1,0,i);

outtextxy(40,140,"TRUCK RACE");

delay(100);

setcolor(0);

settextstyle(1,0,i-1);

outtextxy(40,140,"TRUCK RACE");

if(i<6){

setcolor(i+6);

settextstyle(2,0,i);

outtextxy(350,380,"DESIGNED BY: SARGAM 16CO26");

outtextxy(370,400,"SHUBHAM 16CO31");

outtextxy(370,420,"PRABHAKAR 16CO44");

outtextxy(370,440,"OMKAR 16CO27");

delay(100);

setcolor(0);

settextstyle(2,0,i-1);

outtextxy(350,380,"DESIGNED BY: SARGAM 16CO26");

outtextxy(370,400,"SHUBHAM 16CO31");

outtextxy(370,420,"PRABHAKAR 16CO44");

outtextxy(370,440,"OMKAR 16CO27");

}

}

getch();

closegraph();

setgraphics2();

}

int exite(int g){

cleardevice();

setgraphics();

if(g==1){

for(int i=1;i<=8;++i){

setcolor(i+1);

settextstyle(1,0,i);

outtextxy(40,140,"THANKS");

delay(100);

setcolor(0);

settextstyle(1,0,i-1);

outtextxy(40,140,"THANKS");

}

delay(1000);

exit(1);

}

else{

for(int i=1;i<=8;++i){

setcolor(i+1);

settextstyle(1,0,i);

outtextxy(40,140,"GAME OVER");

delay(100);

setcolor(0);

settextstyle(1,0,i-1);

outtextxy(40,140,"GAME OVER");

}

delay(1000);

exit(1);

}

setgraphics2();

}

void track(){

int i,gdriver=DETECT,gmode;

initgraph(&gdriver,&gmode,"");

setfillstyle(1,GREEN);

bar3d(0,0,getmaxx()/3,getmaxy(),0,0);

setfillstyle(1,GREEN);

bar3d(2\*getmaxx()/3,0,getmaxx(),getmaxy(),0,0);

setfillstyle(1,8);

bar3d(getmaxx()/3,0,2\*getmaxx()/3,getmaxy(),0,0);

}

void mainscreen(){

start();

clrscr();

char ch=7;

int x1,y1,x2,y2,button;

i=j=k=0;

track();

p=0;

callmouse();

setposi(370,getmaxy());

setfillstyle(1,RED);

bar3d(550,150,560,350,0,0);

outtextxy(565,150,"FINISH ");

outtextxy(565,350,"START ");

outtextxy(465,50,"Press ESC for exit ");

while(1){

if(p<2000){

setfillstyle(1,15);

bar3d(550,350-p/10,560,350,0,0);

}

if(p>2000){

gotoxy(30,15);

printf("LEVEL CLEARED");

delay(2000);

exite(1);

exit(1);

}

gotoxy(1,1);

printf("%d",i);

gotoxy(1,3);

printf("%d",p);

gotoxy(1,5);

printf("%d",j);

setcolor(RED);

outtextxy(520,5,"SCORE=");

gotoxy(75,1);

printf("%d",p);

setcolor(8);

trackmove(i);

setcolor(GREEN);

setfillstyle(1,GREEN);

bar3d(170,getmaxy()-62,getmaxx()/3,getmaxy(),0,0);

setfillstyle(1,GREEN);

bar3d(2\*getmaxx()/3,getmaxy()-50,500,getmaxy(),0,0);

setcolor(8);

//obstacle 1

if(p==20)

j=0;

if(p>20 && p<499){

check(370,x1,j++,i);

check(330,x1,k-60,k);

k=k+3;

}

//obstacle

if(p==1800)

k=0;

if(p>1800 && p<2000){

check(370,x1,k,2);

check(230,x1,k-100,BLUE);

k++;

}

//obstacle

if(p==900)

k=0;

if(p>900 && p<1400){

check(370,x1,k,14);

check(230,x1,k-200,RED);

k++;

}

//obstacle 2

if(p==500)

j=0;

if(p>500 && p<1000){

check(370,x1,k,14);

check(230,x1,j,YELLOW);

k++;

j=j+3;

}

//obstacle 3

if(p==1200)

j=0;

if(p>1200 && p<1700){

check(270,x1,j,6);

j++;

}

//obstacle 4

if(p==1500)

k=0;

if(p>1500 && p<2000){

check(320,x1,k-60,3);

check(360,x1,j,11);

k=k+2;

j--;

}

//obstacle 4

if(p==200)

k=0;

if(p>200 && p<700){

check(230,x1,k,12);

check(380,x1,k-130,13);

k++;

}

getmouseposi(&x1,&y1,&button);

setcolor(8);

if( (x1>210)&&(x1<400) ){

car(x1);

mousehide();

}

if(kbhit()){

p=getmaxx()/3;

ch=getch();

if(ch==27){

exite(1);

delay(100);

exit(1);

}

}

if(i>300){

setfillstyle(1,8);

bar3d(getmaxx()/2,0,(getmaxx()/2)+10,getmaxy(),0,0);

i=0;

}

i++;

p++;

j++;

k++;

}

getch();

}

int main(){

clrscr();

mainscreen();

delay(100);

return 0;

}

Output:







