#include <iostream>

#include <stdlib.h>

#include <time.h>

#include <windows.h>

#include <conio.h>

using namespace std;

int main ()

{

int tinggi=25;

int lebar=60;

int xmusuh1,ymusuh1,xmusuh2,ymusuh2,xmusuh3,ymusuh3,xmusuh4,ymusuh4,xmusuh5,ymusuh5;

int xchpinggir1,ychpinggir1;

int xchpinggir2,ychpinggir2;

int xchatas,ychatas;

int xchbawah,ychbawah;

int xchtengah,ychtengah;

int score=0;

int detik= 0,milidetik=0;

char stop=13;

xchtengah=6;

ychtengah=6;

xchatas=6;

ychatas=5;

xchpinggir1=5;

ychpinggir1=6;

xchpinggir2=7;

ychpinggir2=6;

xchbawah=6;

ychbawah=7;

xmusuh1=rand()%58+2;

ymusuh1=rand()%23+2;

xmusuh2=rand()%58+2;

ymusuh2=rand()%23+2;

xmusuh3=rand()%58+2;

ymusuh3=rand()%23+2;

xmusuh4=rand()%58+2;

ymusuh4=rand()%23+2;

xmusuh5=rand()%58+2;

ymusuh5=rand()%23+2;

do{

milidetik++;

if(milidetik%10==0)

{

detik++;

if(detik%10==0)

{

xmusuh1=rand()%58+2;

ymusuh1=rand()%23+2;

xmusuh2=rand()%58+2;

ymusuh2=rand()%23+2;

xmusuh3=rand()%58+2;

ymusuh3=rand()%23+2;

xmusuh4=rand()%58+2;

ymusuh4=rand()%23+2;

xmusuh5=rand()%58+2;

ymusuh5=rand()%23+2;

}

}

cout<< "Score : " <<score<<endl;

cout<< "Waktu bermain : " <<detik<<endl;

for(int i=1;i<=tinggi;i=i+1)

{

for(int j=1;j<=lebar;j=j+1)

{

if (xchatas==j && ychatas==i)

{

cout<< "|";

}

else if(xchtengah==j && ychtengah==i)

{

cout<< "+";

}

else if(xchpinggir1==j && ychpinggir1==i)

{

cout<< "-";

}

else if(xchpinggir2==j && ychpinggir2==i)

{

cout<< "-";

}

else if(xchbawah==j && ychbawah==i)

{

cout<< "|";

}

else if(xmusuh1==j && ymusuh1==i)

{

cout<< "m";

}

else if(xmusuh2==j && ymusuh2==i)

{

cout<< "m";

}

else if(xmusuh3==j && ymusuh3==i)

{

cout<< "m";

}

else if(xmusuh4==j && ymusuh4==i)

{

cout<< "m";

}

else if(xmusuh5==j && ymusuh5==i)

{

cout<< "m";

}

else if(i==1 || i==tinggi || j==1 || j==lebar)

{

cout<< "=";

}

else

{

cout<< " ";

}

}

cout<< endl;

}

if(xchtengah==xmusuh1 && ychtengah==ymusuh1 || xchtengah==xmusuh2 && ychtengah==ymusuh2 ||

xchtengah==xmusuh3 && ychtengah==ymusuh3 || xchtengah==xmusuh4 && ychtengah==ymusuh4 ||

xchtengah==xmusuh5 && ychtengah==ymusuh5)

{

cout<< "Ada Musuh !!"<<endl;

if(GetAsyncKeyState(' '))

{

if(xchtengah==xmusuh1 && ychtengah==ymusuh1)

{

xmusuh1=0;

ymusuh1=0;

score=score+10;

}

if(xchtengah==xmusuh2 && ychtengah==ymusuh2)

{

xmusuh2=0;

ymusuh2=0;

score=score+10;

}

if(xchtengah==xmusuh3 && ychtengah==ymusuh3)

{

xmusuh3=0;

ymusuh3=0;

score=score+10;

}

if(xchtengah==xmusuh4 && ychtengah==ymusuh4)

{

xmusuh4=0;

ymusuh4=0;

score=score+10;

}

if(xchtengah==xmusuh5 && ychtengah==ymusuh5)

{

xmusuh5=0;

ymusuh5=0;

score=score+10;

}

}

cout<< "Koordinat X Crosshair: "<<xchtengah<<endl;

cout<< "Koordinat Y Crosshair: "<<ychtengah;

}

else

{

cout<< "Tidak Ada Musuh !!"<<endl;

}

if(GetAsyncKeyState('W'))

{

ychatas-=1;

ychpinggir1-=1;

ychpinggir2-=1;

ychtengah-=1;

ychbawah-=1;

if(ychtengah==1)

{

ychatas+=1;

ychpinggir1+=1;

ychpinggir2+=1;

ychtengah+=1;

ychbawah+=1;

}

}

if(GetAsyncKeyState('S'))

{

ychatas+=1;

ychpinggir1+=1;

ychpinggir2+=1;

ychtengah+=1;

ychbawah+=1;

if(ychtengah==25)

{

ychatas-=1;

ychpinggir1-=1;

ychpinggir2-=1;

ychtengah-=1;

ychbawah-=1;

}

}

if(GetAsyncKeyState('A'))

{

xchatas-=1;

xchpinggir1-=1;

xchpinggir2-=1;

xchtengah-=1;

xchbawah-=1;

if(xchtengah==1)

{

xchatas+=1;

xchpinggir1+=1;

xchpinggir2+=1;

xchtengah+=1;

xchbawah+=1;

}

}

if(GetAsyncKeyState('D'))

{

xchatas+=1;

xchpinggir1+=1;

xchpinggir2+=1;

xchtengah+=1;

xchbawah+=1;

if(xchtengah==60)

{

xchatas-=1;

xchpinggir1-=1;

xchpinggir2-=1;

xchtengah-=1;

xchbawah-=1;

}

}

system("CLS");

}while(!GetAsyncKeyState(stop));

return 0;

}