#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

String tanah[17];

float timer[17];

bool tumbuh[17];

String petani= "Y";

unsigned long time;

bool start= false;

bool gameOver= false;

int score= 0;

void setup() {

Serial.begin(9600);

pinMode(8,INPUT); //BUTTON 1

pinMode(9,INPUT); //BUTTON 2

pinMode(10,INPUT); //BUTTON 3

// set up the LCD's number of columns and rows:

lcd.begin(16, 2);

// Print a message to the LCD.

lcd.print(" SELAMAT MAIN ");

for (int i= 0; i<17; i++) {

tanah[i]= "O";

timer[i]= 0;

}

time= millis();

}

int a= 0, b= 0, c= 0, d= 0;

int posPetani= 0;

void loop() {

if (digitalRead(8) == 1 && d == 0) d= 1;

else if (digitalRead(8) == 0 && d == 1) {

d= 0;

start= true;

}

if (start) {

//TANAM

if (digitalRead(8) == 1 && a == 0) a= 1;

else if (digitalRead(8) == 0 && a == 1) {

a= 0;

tanah[posPetani]= "X";

timer[posPetani]+= 0.001\*time;

lcd.clear();

}

//GESER KANAN

if (digitalRead(9) == 1 && b == 0) b= 1;

else if (digitalRead(9) == 0 && b == 1) {

b= 0;

posPetani++;

lcd.clear();

}

//GESER KIRI

if (digitalRead(10) == 1 && c == 0) c= 1;

else if (digitalRead(10) == 0 && c == 1) {

c= 0;

posPetani--;

lcd.clear();

}

lcd.setCursor(0, 0);

for (int i= 0; i<17; i++) {

if (timer[i] >= 5) {

lcd.clear();

tanah[i]= "V";

timer[i]= -1;

}

if (timer[i] > 0) {

timer[i]+= 0.001\*time;

}

lcd.print(tanah[i]);

}

lcd.setCursor(posPetani, 1);

lcd.print(petani);

}

/\*if (gameOver) {

lcd.setCursor(0, 0);

lcd.print(" GAME OVER ");

lcd.setCursor(0, 1);

String temp= " SCORE:"+score;

lcd.print(temp);

}\*/

}