

INSTRUCTIONS FILE

The rules of this game are pretty simple....

- > The objective of the game is to obtain more coins
- > When t is pressed, lasso is thrown
- > If lasso loop is within range, make coin stick
- > The black bombs are deadly and end the game
- > Catching purple bombs gives a penalty of one coin
- > When y is pressed, yank lasso
- > When l is pressed, loop lasso
- > When q is pressed, quit
- > When c is pressed, color of the coin changes

The video file contains gameplay of the game and me demonstrating various features of the game.

Video file drive link: https://drive.google.com/drive/folders/1l4zIYRb_gatlze1rDLVoM-Pz_AubjKsZ?usp=sharing

By any chance the drive link isn't working pls WhatsApp me. My contact no. is 8939623615 . Thank you

While compiling the code, since I have added a couple of files, the code must be compiled using the following statement: `s++ -o lasso lasso.cpp MovingObject.cpp coin.cpp bomb.cpp main.cpp`

`./lasso` is used to execute the file