



# **LAUNCHING STATION**

**G1\_B10**

**SAKSHI DUBEY      13103716**

**PUJA KANDEL      13103729**

**SWAPNIL GUPTA    13103463**

## PROBLEM STATEMENT

This is an aircraft launching game in which we offer multiple rockets to be launched by the player.

Every rocket has different destinations with different bonus coins. Initially we present a demonstration of all the 7 destinations & then offers to player to choose their rocket.

- You will get 3 chances
- Every aircraft launch has coin bonus
- Maximum coin collector will be the winner

## DESTINATIONS

- Safe Landing
- Planet discovery
- Venus Treasure
- Universal Wifi
- Meeting Alien
- DS Books
- Better Luck next time

# USE OF DATA STRUCTURES

## LINKED LIST

```
struct node  
{  
char name[20];  
int chance1;  
int chance2;  
int chance3;  
struct node *next;  
}* bonus,* player;
```

In this project, linked list is used to store the 3 chances provided to the user. An object of structure node type is declared as bonus & player.

Linked list is also used in the function of score card to calculate the total number of coins earned by the player.

The details of the player & the given different chances are stored in the nodes of the linked list.

Finally the total score is displayed in the end on scorecard with the number of coins earned & name of the player.

## CORE FUNCTIONS

- void score();
- void landing();
- void alien();
- void diamond();
- void book();
- void planet();
- void wifi();
- void boat();

# **void landing ( )**

**{**

**It is the best part of the game. Here you win the maximum 7 bonus coins with successful landing.**

**To create 7 coins**

```
setcolor(YELLOW);  
setfillstyle(SOLID_FILL,YELLOW);  
circle(200,30,15);  
floodfill(200,30,YELLOW);
```

**To create a sphere**

```
setcolor(BLUE);  
setfillstyle(SOLID_FILL,BLUE);  
circle(320,600,320);  
floodfill(390,100,BLUE);
```

**}**

# **void alien( )**

**{**

**Graphics have been used to create an alien & a spaceship along with lucky 4 bonus coins.**

## **to create alien:**

```
setbkcolor(BLACK);  
setfillstyle(SOLID_FILL,YELLOW);  
bar(80,100,200,230);  
setfillstyle(SOLID_FILL,BLUE);  
bar(100,230,180,280);  
setfillstyle(SOLID_FILL,RED);  
bar(120,280,130,340);  
setfillstyle(SOLID_FILL,RED);
```

**In this slide you meet an alien from a spaceship & earned 4 bonus coins .**

**}**

```
void diamond ( )
```

```
{
```

```
Graphics have been used to create VENUS TREASURE in the  
form of diamonds. Additionally you earned 5 bonus coins
```

```
setcolor(WHITE);
```

```
settextstyle(1,0,6);
```

```
outtextxy(455,130,"5");
```

```
settextstyle(1,0,4);
```

```
outtextxy(320,200,"CONGRATULATIONS!!!!");
```

```
settextstyle(1,0,2);
```

```
outtextxy(250,270,"you have earned the venus treasure...");
```

```
coins=coins+5;
```

```
}
```

```
void book ( )
```

```
{
```

**Here graphics is used to make Data Structures books at different locations on screen.**

```
outtextxy(28,80,"DS");
```

```
outtextxy(28,330,"DS");
```

```
outtextxy(208,200,"DS");
```

```
outtextxy(400,200,"Increase your");
```

```
outtextxy(400,300,"knowledge !!");
```

```
settextstyle(1,0,3);
```

```
outtextxy(400,250,"DATA STRUCTURES");
```

```
coins=coins+3;
```

```
}
```



**void planet ( )**

**{**

**Here is a discovery of a new planet.**

**setcolor(YELLOW);**

**setfillstyle(SOLID\_FILL,YELLOW);**

**circle(485,250,150);**

**floodfill(485,250,YELLOW);**

**setcolor(GREEN);**

**ellipse(480,250,70,40,160,55);**

**ellipse(480,250,70,40,161,56);**

**outtextxy(25,180,"EUREKA!!");**

**outtextxy(0,220,"YOU HAVE DISCOVERED A" );**

**outtextxy(0,240," NEW PLANET.....!");**

**coins=coins+6;**

**}**

```
void wifi ( )
```

```
{
```

```
Lucky 2 bonus points with an unlimited package of universal  
wifi.
```

```
setcolor(WHITE);
```

```
outtextxy(450,100,"COINS EARNED");
```

```
settextstyle(1,0,4);
```

```
setcolor(WHITE);
```

```
outtextxy(400,150,"UNIVERSAL WIFI");
```

```
settextstyle(2,0,7);
```

```
setcolor(WHITE);
```

```
outtextxy(400,200,"FB,TWITTER,WHATSAPP...");
```

```
settextstyle(1,0,2);
```

```
setcolor(WHITE);
```

```
outtextxy(380,250,"AND YAA WEBKIOSK ALSO ");
```

```
coins = coins + 2;
```

```
}
```

```
void boat ( )
```

```
{
```

**This is the last option possible where you get no bonus coins.**

```
setbkcolor(WHITE);
```

```
setfillstyle(SOLID_FILL,1);
```

```
settextstyle(1,0,4);
```

```
setcolor(BLUE);
```

```
outtextxy (90,180,"BETTER LUCK NEXT TIME !!!");
```

```
bar(0,330,640,480);
```

```
getch();
```

```
cleardevice();
```

```
setcolor(CYAN);
```

```
coins=coins+0;
```

```
}
```

**void score ( )**

**{**

**Here lies the scorecard of all the 3 chances. It displays the total bonus coins earned in 3 chances.**

```
cleardevice();
setbkcolor(RED);
setcolor(WHITE);
settextstyle(1,0,6);
outtextxy(200,50,"SCORE CARD\n\n");
settextstyle(1,0,2);
outtextxy(200,250,"Congartulations !!!");
printf("\n\tPLAYER  %d\n",player->name);
printf("\n\tCOINS  %d",coins);
getch();
```

**}**

**Thank You !!!**

