

Lasso Game: Level: Superior

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LASSO VIDEO FOLDER LINK:

<https://drive.google.com/drive/folders/1dM4A2hTeuiaPUcj6qLzx8KLdXo145-8X?usp=sharing>

LASSO VIDEO FILE LINK:

<https://drive.google.com/file/d/1oFiG3Cl0n40V2gg8Yk7i5KiXxLXuXT2h/view?usp=sharing>

LASSO COMPRESSED VIDEO FILE LINK:

https://drive.google.com/file/d/1xr7nE_TLUrg2-FYyE-C4PpNT4JqqaPik/view?usp=sharing

THE FOLLOWING ENHANCEMENTS HAVE BEEN MADE TO THE GAME

1. The Game has now additional Gold Coin added and made available to the user to catch with the help of Lasso Loop. In case the user catches the Gold coin, two points are added to the Score. The user gets one point in case the user catches the original Red coin.
2. The Black Bomb is added to the Game. In case the user catches the Black Bomb accidentally while using the Lasso Loop, points are subtracted proportionately twice the times from the score. E.g. Two points are subtracted if the Bomb is caught once. But if the bomb is caught two times, four points are subtracted from the score so on and so forth.
3. The three moving Text Boxes each carrying alphabets Viz. 'A', 'T' and 'C' are added to the game. If the user catches any one of the three alphabets with help of the Lasso loop, one point is added to the score.
4. Using the available alphabets, if the user is able to catch last three coins in a logical sequence viz. 'C', 'A', 'T' then a logical word "CAT" is formed. Bumper score points are added to the Score. E.g., if the CAT word is formed once, two points are added to the score. If CAT word is formed twice, then four points are added to the score. In this fashion, the user is encouraged to collect the word "CAT" in playing at the superior level.
5. A sophisticated Dashboard is created and displayed on the screen. The Number of coins, bombs, texts collected so far are displayed along with the current score to the user. The word formed by the collected text characters is also displayed on the dashboard. Using the various available text alphabets, the number of times the word "CAT" formed by the user is also displayed on the dashboard.
6. In order to encourage the user to collect as many coins & texts as possible, a concept of "Performance Index" is calculated. The performance index is directly proportional to the score but inversely proportional to the time spent on the game level. E.g. If the user leaves the screen unattended, the performance index starts falling. In any session, highest Performance Index achieved by the user is displayed on the dashboard so that the user can try to achieve & beat the last highest performance Index of the session. The current performance index and highest performance Index are displayed on the dashboard for the user.
7. The Game Help is provided/displayed on pressing the key 'h'.