

Forum:[Hack Forums](#)

Thread: [\[C++ - Win32\] Maze Blaze](#)

Irritable - August 20, 2012, 11:48 pm

Hello. This is also a fun, and addicting game I'd wrote for myself.

It's very ugly, poor, but it runs! I do not see any sense in (personally) fixing it up.

It is what it is! ?

- main.cpp

Code #include <stdio.h>

#include <TextControl.h>

#define UP 0

#define DOWN 1

#define LEFT 2

#define RIGHT 3

void RandomlyGenerateMaze(int Walls[][16]) {

int temp = 0;

for (int x = 0; x < 15; x++) {

for (int y = 0; y < 15; y++) {

temp = rand() % 7;

if (Walls[x][y] == 0 && temp > 5) {

Walls[x][y] = 1;

}

}

}

return;

}

void DisplayMaze(int Walls[][16]) {

SetColor(DARK_WHITE, BLACK);

for (int x = 0; x < 15; x++) {

for (int y = 0; y < 15; y++) {

if (Walls[x][y] == 1) {

PlaceCursor(x + 25, y + 10);

printf("#");

}

}

}

return;

}

```
void ResetMaze(int Walls[][16]) {
```

```
    for (int x = 1; x < 14; x++) {  
        for (int y = 1; y < 14; y++) {  
            PlaceCursor(x + 25, y + 10);  
            printf(" ");  
            Walls[x][y] = 0;  
        }  
    }
```

```
    return;  
}
```

```
bool MovePlayer(const int Direction, const int Walls[][16], int &PlayerX, int &PlayerY) {
```

```
    switch (Direction) {  
        case UP: {  
            if (Walls[PlayerX - 25][(PlayerY + 1) - 12] != 1) {  
                PlaceCursor(PlayerX, PlayerY);  
                printf(" ");  
  
                PlayerY -= 1;  
                PlaceCursor(PlayerX, PlayerY);  
                printf("X");  
            }  
        } break;
```

```
        case DOWN: {  
            if (Walls[PlayerX - 25][(PlayerY + 1) - 10] != 1) {  
                PlaceCursor(PlayerX, PlayerY);  
                printf(" ");  
  
                PlayerY += 1;  
                PlaceCursor(PlayerX, PlayerY);  
                printf("X");  
            }  
        } break;
```

```
        case LEFT: {  
            if (Walls[(PlayerX - 1) - 25][PlayerY - 10] != 1) {  
                PlaceCursor(PlayerX, PlayerY);  
                printf(" ");  
  
                PlayerX -= 1;  
                PlaceCursor(PlayerX, PlayerY);  
                printf("X");  
            }  
        } break;
```

```
        case RIGHT: {  
            if (Walls[(PlayerX + 1) - 25][PlayerY - 10] != 1) {  
                PlaceCursor(PlayerX, PlayerY);
```

```

        printf(" ");

        PlayerX += 1;
        PlaceCursor(PlayerX, PlayerY);
        printf("X");
    }
} break;

default: return false;
}

return true;
}

```

```

int main() {

    HANDLE OutHandle = GetStdHandle(STD_OUTPUT_HANDLE);

    SetConsoleTitle("Snake - AI Module");
    SMALL_RECT windowSize = {0, 0, 79, 49};
    SetConsoleWindowInfo(OutHandle, TRUE, &windowSize);

    ClearConsole(GREY, BLACK);
    RemoveCursor();

    int Walls[16][16] = {
        { 1, 1, 3, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
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        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, },
        { 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, },
    };
}

```

GAME_START:

```

srand(time(NULL));

PlaceCursor(25, 12);
SetColor(BLACK, GREEN);
printf(" ");
SetColor(GREY, BLACK);

Walls[1][2] = 15;

```

```

Walls[13][11] = 5; // The player

RandomlyGenerateMaze(Walls);
DisplayMaze(Walls);

PlaceCursor(39, 21);
SetColor(BLACK, RED);
printf(" ");
SetColor(GREY, BLACK);

int PlayerX = 38;
int PlayerY = 21;

PlaceCursor(PlayerX, PlayerY);
SetColor(CYAN, BLACK);
printf("X");

while (true) {
    Sleep(50);

    if (GetAsyncKeyState(VK_UP)) { MovePlayer(UP, Walls, PlayerX, PlayerY); } else
    if (GetAsyncKeyState(VK_DOWN)) { MovePlayer(DOWN, Walls, PlayerX, PlayerY); } else
    if (GetAsyncKeyState(VK_LEFT)) { MovePlayer(LEFT, Walls, PlayerX, PlayerY); } else
    if (GetAsyncKeyState(VK_RIGHT)) { MovePlayer(RIGHT, Walls, PlayerX, PlayerY); }

    if (Walls[(PlayerX) - 25][(PlayerY) - 10] == 3) {
        SetColor(GREEN, BLACK);
        PlaceCursor(PlayerX, PlayerY);
        printf("X");
        SetColor(GREY, BLACK);
        break;
    }
}

PlaceCursor(0, 0);
printf("YOU WIN!\n\n");

int temp = 0;

printf("Play again (0/1)? ");
scanf("%d", &temp);

if (temp >= 1) {
    PlaceCursor(0, 0);
    printf("      \n\n      ");

    ResetMaze(Walls);
    goto GAME_START;
}

std::cin.get();
return 0;
}

```

There's also a (very dumb) AI version that solves itself 3 times out of 5.

MatiasMunk - March 2, 2019, 7:40 am

This can be absolutely fantastic for beginners to learn from. If they just saw what was right in front of their eyes :)) Bump rep+

skid1234567 - March 18, 2019, 12:40 am

this is beyond garbage code

morph - March 19, 2019, 10:40 am

Good first project. I'd recommend looking into C++'s standard library. Also, don't use labels and goto.

Irritable - May 7, 2019, 10:11 pm

(Mar 2, 2019 08:40 AM)MatiasMunk Wrote: [\[CITE\]](#) This can be absolutely fantastic for beginners to learn from. If they just saw what was right in front of their eyes :)) Bump rep+

That was the idea (2012 is when it was posted). It's to show you that even the infamous console is nothing special.

Thanks! Although the ~7 year old bump wasn't necessary.

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The design and everything else is poorly written, yes. I agree with you.

(Mar 19, 2019 10:40 AM)morph Wrote: [\[CITE\]](#) Good first project. I'd recommend looking into C++'s standard library. Also, don't use labels and goto.

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morph - May 8, 2019, 4:18 am

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Lol, didn't see that this was posted in 2012.

MaximumPain - May 8, 2019, 10:56 am

(May 8, 2019 04:18 AM)morph Wrote: [\[CITE\]](#) Lol, didn't see that this was posted in 2012.
LMAO. bumping threads from 2012 ? ?