

Forum:[Hack Forums](#)

Thread: [Clicking Arcade style Game](#)

?CARUs L?VE?™ - November 28, 2016, 6:29 pm

IMPORTANT: Make sure when you save this, you save it with ANSI encoding.

Here is my latest project. It is a multi-threaded clickable arcade style game in pure batch. I did my best to comment and write as cleanly as possible. Please leave some feedback.

Firstly some things.

:calcFPS is a function I found assumably written by our beloved member einstein1969

I did not write the :delay function. I may be incorrect, but I believe I got it from my dear friend annikk

I did not "discover" multi-threading. And if you have a hard time understanding it at first, I totally understand how you feel, and feel free to ask me questions about it.

I enjoy developing games in batch. I enjoy pushing it's limits to do stupid things I want it to do. I hope my releases inspire people by showing them things batch is actually capable of doing.

Choose your difficulty, easy, medium, or hard. Enable or Disable challenger mode (-1 point for misclicks). Each difficulty (from easy to hard) has a "click limit", a different number of blocks, and a different speed.

Your goal is to get as many points as you can by clicking the blocks before they disappear. Don't misclick though! You only have a certain number of clicks, so don't waste them!

Remember, only the manliest, and toughest men play hard difficulty with challenger mode enabled!

Le' code

b00st3d - November 29, 2016, 3:21 pm

I gave this a try. As usual, it is very high quality. I did run into an issue though. At the end of the game I am presented with Press any key to continue. . . but there is no continuing.

?CARUs L?VE?™ - November 29, 2016, 6:54 pm

(Nov 29, 2016 04:21 PM)b00st3d Wrote: [\[CITE\]](#) I gave this a try. As usual, it is very high quality. I did run into an issue though. At the end of the game I am presented with Press any key to continue. . . but there is no continuing.

Essentially that's the end of the game. Due to the multi-threading, it won't naturally close out. But I will add detection for end game for the second thread, and it should work just fine. Thanks for the information!

?CARUs L?VE?™ - *March 23, 2018, 8:10 am*

I think this game was actually really a fun project, and the code is extremely readable with its OOP style.