

Forum: [Hack Forums](#)

Thread: [Zombie Line Arcade Game](#)

?CARUs L?VE?™ - April 18, 2018, 9:53 pm

Hello everyone,

Releasing a game for WINDOWS 10 ONLY.

I DO NOT OWN THE SPRITES USED FOR THIS GAME. I just used them for visuals.

```
Code @echo off & setlocal enableDelayedExpansion
mode 100,100
```

```
if "%~1" neq "" goto :%~1
```

```
REM INITIALIZE -----
call :macros
```

```
set /a "x=10"  
set /a "y=53"  
set /a "points=0"
```

```
set /a "health=maxHealth=100"  
set "healthBar=%~dp0\healthBar.txt"
```

```
set /a "ammo=maxAmmo=16"  
set /a "reloadDelay=9"  
set "reload=false"
```

```
set /a "monsterMoveChance=2", "monsterMoveFrame=1", "monsterDamage=4"
```

```
for /l %%a in (26,9,89) do set /a "mx%%a=98", "monsterSize%%a=2", "monsterColor%%a=10", "damage%%a=1"
```

```
for %a in ("
""
""
""
"          <----- THIS IS YOUR AMMO   THIS IS YOUR POINTS ----->"
""
""
""
" CONTROLS:"
""
```

```

" W - MOVE UP"
""
" A - RELOAD"
""
" S - MOVE DOWN"
""
" D - SHOOT"
""
""
""
""
""
""
""
"
PRESS ANY BUTTON TO START PLAYING"
) do echo=%~a

%plot% 4 5 0 111 AMMO:--:!ammo!/%maxAmmo%
%plot% 80 5 0 170 POINTS:--:!points!

echo !screen!
<nul set /p "%ickySprite%"
pause>nul

REM -----
if exist "%temp%\%~n0_signal.txt" del "%temp%\%~n0_signal.txt"
"%~F0" Controller WASD >"%temp%\%~n0_signal.txt" | "%~F0" GAME_ENGINE
<"%temp%\%~n0_signal.txt"

:GAME_ENGINE
( for /l %%# in ( ) do ( set /a "frame+=1", "hue=(x * (y * 100)) %% 255"

rem User Controller
set "com=" & set /p "com="
rem End Game Screen
if !health! lss 1 (
    %cls%
    %plot% 45 52 0 10 YOUR SCORE!points!
    %plot% 41 54 0 11 You lasted!frame!frames
    %plot% 42 56 0 170 You used!shotsFired!bullets
    <nul set /p "!screen!"
    exit 2>nul
)

rem display ammo in color.. & visually stimulating display lines
%plot% 4 5 0 111 AMMO:--:!ammo!/%maxAmmo%
%plot% 80 5 0 170 POINTS:--:!points!
%plot% 20 20 !healthColor! 0 ^!health^!/^!maxHealth^!
%plot% 30 20 !healthColor! 0 !healthBar!
for /l %%a in (26,9,94) do %plot% 0 %%a 27 0

-----
for /l %%a in (26,3,94) do %plot% 14 %%a 130 0 ^|^|^|

```

rem if you're not reloading, you can move and shoot using WASD, reloading causes intentional brief delay to movement input.

```
if /i "!reload!" equ "false" (
    if /i "!com!" equ "w" ( if !y! gtr 26 ( set /a "y-=9" )
    ) else if /i "!com!" equ "s" ( if !y! lss 89 ( set /a "y+=9" )
    ) else if /i "!com!" equ "d" (
        if !ammo! gtr 0 (
            set /a "ammo-=1", "points+=1", "shotsFired+=1", "damagedFrame=frame + 4"
            set "damageID=!damageID!!y! "
            set "damaged!y!=true"
        ) else if !ammo! equ 0 (
            set /a "reloadMsg=frame + 20 - 1"
            set "reloadRequired=true"
        )
    ) else if /i "!com!" equ "a" (
        set /a "ammo=maxAmmo", "reloadTime=frame + reloadDelay - 1"
        set "reload=true"
    )
) else if /i "!reload!" equ "true" (
    set /a "reloadTimeFrame=frame %% reloadTime"
    if !reloadTimeFrame! equ 0 ( set "reload=false" )
)
```

rem Monsters

```
for /l %%a in (26,9,89) do (
    if /i "!damaged%%a!" neq "true" (
        set /a "monsterMoveSpeed=!random! %% 2 + 2"
        set /a "m1=frame %% monsterMoveFrame", "m2=!random! %% monsterMoveChance"
        if !m1! equ 0 if !m2! equ 0 set /a "mx%%a=monsterMoveSpeed"
```

rem catch if monster gets to you

```
if !mx%%a! leq 18 (
    %length% !healthBar!
    set /a "points-=1", "health-=monsterDamage", "hp=monsterDamage / 2"
    set /a "dmgSpotX=30 + length - 2", "damagedFrame=frame + 4"
    for %%b in (!hp!) do set "healthBar=!healthBar:~0,-%%b!"
    set "damageID=!damageID!%%a "
    set "damaged%%a=true"
)
)
```

```
if /i "!damaged%%a!" neq "true" (
    set
```

```
"overlay=!overlay!%ESC%[%%a;!mx%%a!f [s [2C [38;2;255;0;0m [5C [38;2;255;0;0m [1B [6D [38;2;255;0;0m [3C [38;2;255;0;0m [1B [6D [38;2;255;0;0m [1B [8D [38;2;255;0;0m [38;2;255;222;173m [38;2;255;0;0m [38;2;255;222;173m [38;2;255;0;0m [1B [10D [38;2;255;0;0m [38;2;0;0;0m [38;2;255;222;173m [38;2;255;0;0m [38;2;0;0;0m [38;2;255;222;173m [38;2;255;0;0m [0m [1B [11D [38;2;255;0;0m [1C [38;2;255;0;0m [1C [38;2;255;0;0m [0m [1B [11D [38;2;255;0;0m [1C [38;2;255;0;0m [5C [38;2;255;0;0m [1C [38;2;255;0;0m [0m [1B [10D [38;2;255;0;0m [1C [38;2;255;0;0m [1C [38;2;255;0;0m [1C [38;2;255;0;0m [8 [u"
```

```
) else (
```

```

        %fastCircle% !mx%%a! %%a !monsterSize%%a! !monsterSize%%a!
!monsterColor%%a!
    )
)

rem catch if damaged. Purely for visual
for %%a in (!damageID!) do (
    if /i "!damaged%%a!" equ "true" (
        set /a "dF%%a=frame %% damagedFrame"
        if !dF%%a! neq 0 (
            %plot% !dmgSpotX! 20 15 0 ÛÛ
            set /a "monsterSize%%a+=1", "monsterColor%%a-=1", "monsterMoveSpeed=0"
        ) else (
            set "damaged%%a=false"
            set "damageID="
            set /a "monsterSize%%a=2", "monsterColor%%a=10", "mx%%a=98"
        )
    )
)

rem catch if ammo is empty
if /i "!reloadRequired!" equ "true" (
    set /a "aE=frame %% reloadMsg"
    if !aE! neq 0 ( %plot% 50 50 0 9 "RELOAD" ) else ( set "reloadRequired=false" )
)

rem read the health bar
if !health! geq 75 ( set "healthColor=10"
) else if !health! lss 75 if !health! gtr 50 ( set "healthColor=11"
) else if !health! lss 50 if !health! gtr 25 ( set "healthColor=9"
) else if !health! lss 25 if !health! gtr 1 ( set "healthColor=1" )

rem player

set "screen=!screen!%marioSprite%"

cls & <nul set /p "=!screen!" & set "screen="
<nul set /p "=!overlay!" & set "overlay="
REM <nul set /p "=!esc![2J!screen!" & <nul set /p "=!screen!" & set "screen="
) )
exit

```

:Controller

```
( for /l %%# in () do ( for /f "tokens=*" %%a in ('choice /c:WASD /n') do ( <nul set /p ".=%%a" ) ) )
```

:macros

```
set ^"LF=^
```

^" Above empty line is required - do not remove

```
set ^"n=^^^%LF%%LF%^%LF%%LF%^"
```

```
for /F %%a in ('echo prompt $E^| cmd') do set "ESC=%%a"
```

```
<nul set /p "=!esc![?25l"
```

[illegible]

```

        set /a "length|=1<<%%a"%\n%
        for /f "tokens=1" %%b in ("^!length^!") do if "!str:~%%b,1^!" equ "" set /a
"length&=~1<<%%a"%\n%
    )%\n%
)) else set args=

set fastCircle=for %%# in (1 2) do if %%#==2 ( for /f "tokens=1-7" %%1 in ("^!args^! sin^(x^)
cos^(x^)") do (%\n%
    for /l %%a in (0,30,360) do (%\n%
        set /a "xa=%%~3 * ^!%%~6:x=%%a^! + %%~1"%\n%
        set /a "ya=%%~4 * ^!%%~7:x=%%a^! + %%~2"%\n%
        for /f "tokens=1,2" %%x in ("^!xa^! ^!ya^!") do ^!plot^! %%x %%%y %%%~5 0 Û%\n%
    )%\n%
)) else set args=

set /a "PI=(35500000/113+5)/10, PI_div_2=(35500000/113/2+5)/10, Plx2=2*PI,
PI32=PI+PI_div_2"
set
"_SIN=a-a*a/1920*a/312500+a*a/1920*a/15625*a/15625*a/2560000-a*a/1875*a/15360*a/15625*a/
15625*a/16000*a/44800000"
set "SIN(x)=(a=(x * 31416 / 180)%%62832, c=(a>>31|1)*a,
a=((((c-47125)>>31)+1)*((a>>31|1)*62832) + (-((c-47125)>>31))*
(((c-15709)>>31)+1)*(-(a>>31|1)*31416+2*a) ), %_SIN%) / 10000"
set "COS(x)=(a=(15708 - x * 31416 / 180)%%62832, c=(a>>31|1)*a,
a=((((c-47125)>>31)+1)*((a>>31|1)*62832) + (-((c-47125)>>31))*
(((c-15709)>>31)+1)*(-(a>>31|1)*31416+2*a) ), %_SIN%) / 10000"
set "_SIN="
set "Sqrt(N)=( x=(N)/(11*1024)+40, x=((N)/x+x)/2, x=((N)/x+x)/2, x=((N)/x+x)/2, x=((N)/x+x)/2,
x=((N)/x+x)/2 )"
set "Sign(n)=(n>>31)|((-n>>31)&1)"
set "Abs(x)=(((x)>>31|1)*(x))"
REM Max1(x)= if (x geq y) then x else y
set "Max(x)=( ?=((x-y)>>31)+1, ?*x + ^^!?*y )"
set "Max=( ?((((t1)>>31|1)*(t1))-(((t2)>>31|1)*(t2)))>>31)+1,
?*2*(((t1)>>31|1)*(t1))-(((t2)>>31|1)*(t2))-((((t1)>>31|1)*(t1))-(((t2)>>31|1)*(t2)))) +
^^!?*(((t1)>>31|1)*(t1))-(((t2)>>31|1)*(t2))-((((t1)>>31|1)*(t1))-(((t2)>>31|1)*(t2))*2)) )"
set "getDistance(x2,x1,y2,y1)=( @=x2-x1, $=y2-y1, ?((((@>>31|1)*@-((($>>31|1)*$))>>31)+1,
?*2*(@>>31|1)*@-($>>31|1)*$-(((@>>31|1)*@-($>>31|1)*$)) +
^^!?*((@>>31|1)*@-($>>31|1)*$-(((@>>31|1)*@-($>>31|1)*$*2)) )"
set "swap(x,y)=t=x, x=y, y=t"
goto :eof

```

WatermelonHaze - April 18, 2018, 10:04 pm

Looking bomb as fuck OP. really cool .

Phlox - April 19, 2018, 12:23 am

Lets kill those Zombies, fantastic work mate.

Just a suggestion if you can make a youtube video about how you have created this script.

?CARUs L?VE?™ - April 19, 2018, 6:00 pm

UPDATED OP, CHECK THE GIF

(Apr 19, 2018 12:23 AM)Phlox Wrote: [\[CITE\]](#) Lets kill those Zombies, fantastic work mate.

Just a suggestion if you can make a youtube video about how you have created this script. This is honestly a good suggestion! I'll see what I can do :)

Phlox - April 19, 2018, 10:11 pm

Nice one i love to watch the video if make it.

gogglebot - April 22, 2018, 3:15 pm

My biggest regret is not sticking around here long enough and frequently enough to grasp how this stuff works at the deepest level

Astounding, this has to be some serious new ground for batch

Sir-Teabag - April 23, 2018, 1:18 am

Awesome work dude! Keep it up :D

Kinley The Man - April 28, 2018, 10:16 am

Very good code ? but I feel bad for who don't know how to make script for this ? a video would be so much more helpful for people to have fun too

?CARUs L?VE?™ - April 28, 2018, 11:24 am

(Apr 28, 2018 10:16 AM)Kinley The Man Wrote: [\[CITE\]](#) Very good code ? but I feel bad for who don't know how to make script for this ? a video would be so much more helpful for people to have fun too
2 requests on how I made this? I can make a tutorial, but it would be within the week. Let's see if I have time :)