

JETMAN

Vaibhav Choudhary - 140110054

Utkarsh More - 140110044

Burhanuddin Attarwala - 140110067

Kumar Yashashwi - 14D070057

PROBLEM STATEMENTS

- To build a game named Jetman in which:
 - He has to overcome obstacles .
 - The obstacles can be:
 - Spikes on top and bottom of screen.
 - Rectangles of random origin.
 - Score increments on passing each obstacle.
 - Jetman goes up when we press space-bar and goes down by pressing character b.

CHALLENGES FACED

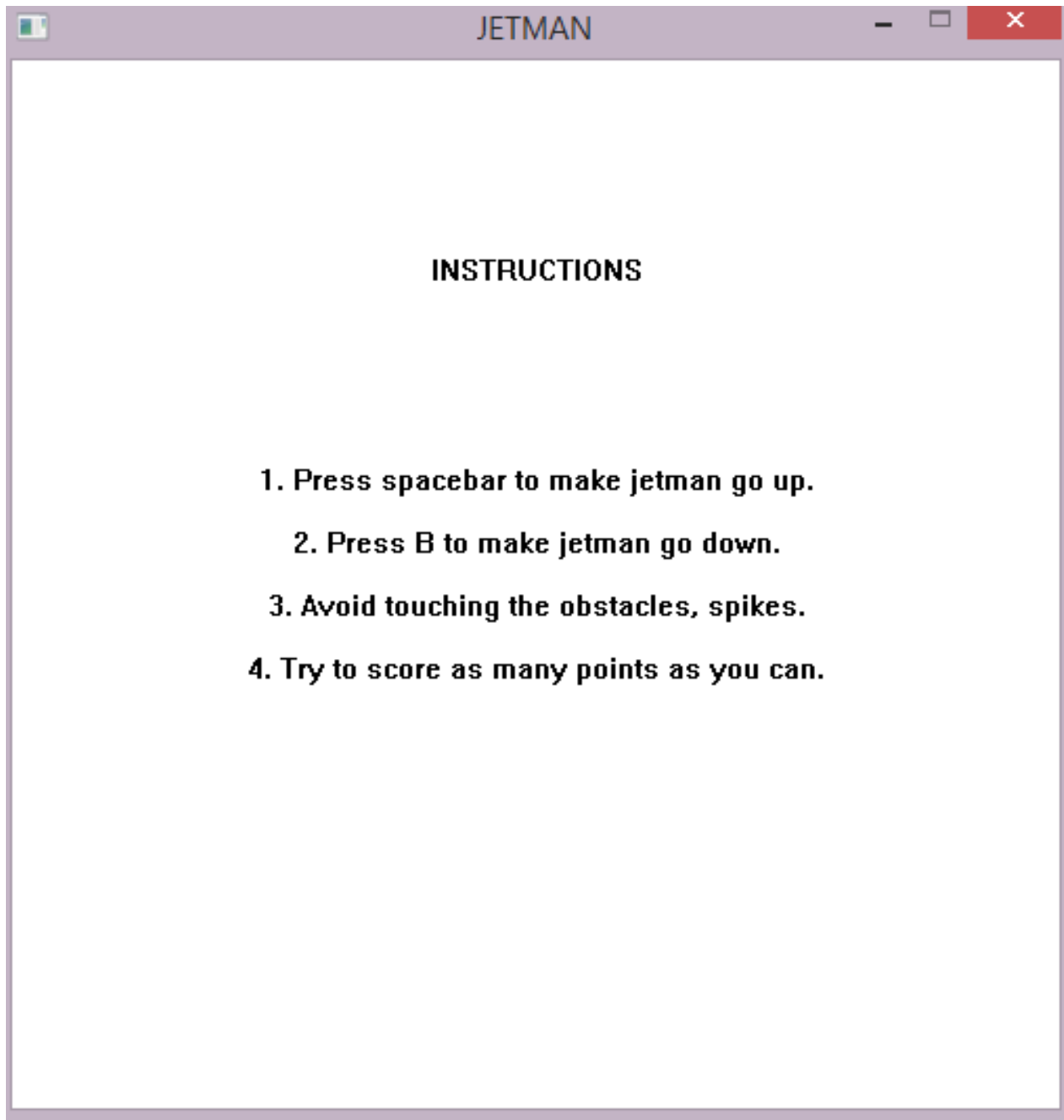
- To make movement of all parts of jetman simultaneously using input from keyboard.
 - This was overcome by using getch function.
- Another challenge was to get rectangles in a random fashion and not in some particular pattern.
 - This was overcome by using random function in c++. In which we specified a particular range for it to give values from.

CHALLENGES FACED

- A major challenge was to make the movement of jetman and obstacles independent of each other.
 - We used timer function also, but it was not of much use.
 - We moved to threads for this purpose, but it did not solve our problem and the program started closing and did not even run.
 - Now we are planning to look into a different library fltk (Fast Learning Tool Kit) and use timeout function in it.

FUTURE WORK

- To add sound to the game.
- To add additional obstacles like missiles, laser beams to make the game more challenging.
- To add graphics to the game to make it more appealing.
- To add some interesting gadgets to the game like invisibility belt (which allows jetman to move through the obstacles for some time) , etc.



JETMAN

INSTRUCTIONS

1. Press spacebar to make jetman go up.
2. Press B to make jetman go down.
3. Avoid touching the obstacles, spikes.
4. Try to score as many points as you can.

score

