

JET-FIGHTER-PLANE

DEVELOPER

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Running the game

- To run the game enter these command in the directory of the game: run ./graphics_asgn1 in directory build

Rules

- You can use missiles/bombs to kill enemies (cannons and parachutes).
- A powerup in the form of Green parachute if taken provides health regeneration.
- A powerup in the form of Brown parachute if taken provides fuel regeneration.

Point Scheme

- Destroy enemy Cannons -> 100
- Destroy Parachutes (using Missiles) -> 50
- Destroy Parachutes (hit with Plane) -> 10
- Pass through Fire Rings -> 200

Health Can Be Reduced by

- Going Under-Water -> -0.1
- Get hit by Cannon Fire_Balls -> -1
- Get hit by Parachute -> -1
- Go near Volcanoes (NO-FLYING-ZONE) -> -5

Health Can Be Increased by

- Health regenerates automatically when inside the green parachutes.

Fuel Can Be Increased by

- Fuel regenerates automatically when inside the grey parachutes.

Player Can Be Killed by

- Health goes ZERO
- Fuel Tank goes EMPTY

Bonus

- Sounds have been added
- Compass on dashboard
- Segment Display for score
- Health Regeneration Power-Up

Controls:

Moves	Keyboard input
Yaw	Q and E
Pitch	UP and DOWN
Roll	A and D
Accelerate	W
Retardation	S
Fire Missile	Left Mouse click
Drop Bomb	Right Mouse click
Zoom In-Zoom Out	Mouse Scroll
Quit	Esc

SO NOW IT'S TIME TO PLAY!!
GOOD LUCK