Assignment 1: Jetpack Joyride

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Implementations:

The world:

1. Wall
2. Platform
3. Score and Level display
4. Player with a jetpack

Coins:

1. 50 points coins(orange)
2. 100 points coins(purple)

Magnets:

1. Magnets attract player with constant force

Special flying objects:

1. Gives player extra speed
2. Gives player shield to prevent enemies from killing (SPECIAL POWER UP)

Circular Ring:

1. Player follows circular path as ring when touched.
2. Player doesn't lose score when touched by enemy

Enemies:

Enemy 1,

Enemy 2,

Enemy 3(Boomerangs),

Enemy 4(Dragon) BONUS:

Fire Extinguisher:

Enemy throws water balls to extinguish fire

Zooming:

Zooms when mouse is scrolled

Physics:

1. Projectile motion

2. Boomerang motion

3. Gravity

4. Magnetic attraction

BONUS:

1. Enemy 4

2. Better representation of player

3. Special power ups (like shields)

GAME PLAY

To move:

1. Right arrow for right

2. Left arrow for left

3. Spacebar for jet pack

4. w for water balloons

Score:

1. Collect coins to score extra points (two types as already mentioned)

2. Collect special flying objects for power ups.

3. Avoid fire beams, dragon ice balls and boomerangs (otherwise score is decreased)

4. Extinguish yellow beams using water balloons.