Assignment 3: Subway Surfer remake

By Akshaya Karthikeyan | Roll# 20171016

Implementations:

The world:

1. Player
2. Chaser
3. Flashing walls
4. Tracks
5. Sky
6. Ground

Obstacles:

1. Moving train (ends the game when touched)
2. Long tent (ends the game when touched)
3. Tree (slows the player)
4. Rail (slows the player)

Coins, Boosters and Boots:

1. Yellow coins
2. Boots to jump higher
3. Booster to start flying

Checkpoint:

1. Player reaches checkpoint and finishes the game

Chaser:

Follows the player and comes closer everytime the player slows down

Shaders:

1.   Textures

2.   Flashing walls

3.   Greyscale

GAME PLAY

To move:

1.   Right arrow for right

2.   Left arrow for left

3.   Up arrow for jump

4.   Down arrow for duck

5.   Spacebar for greyscale

Score:

1.   Collect coins to score points

2.   Boosters and boots provide extra points