

# Assignment 2

Graphics, RollNumber = 25018121004, Anurag Sahu, 3D Game

## **Basic Controls -**

- increase speed in front direction -> W
- decrease the speed in front direction - > S
- turn right -> D
- turn left -> A
- rotate clockwise -> E
- rotate anti-clockwise -> Q
- Go up -> Space
- Go down -> B
- start maneuver -> M
- end maneuver -> N
- Change camera View -> C

## **Implemented -**

- Plane , Basic Controls, Sea, Score Board with 7 Segment Display
- Obstacle course, check points, enemy cannons,
- Smoke Rings, Fuel ups, Volcano NO FLYING ZONE, Enemy parachute
- All the Views
  - i. Plane View
  - ii. Top View
  - iii. Tower View
  - iv. Follow\_cam view
  - v. Helicopter view
- Manoevers, Compass
- a directional Arrow that guides the airplane towards the new checkpoint