Assignment-3 Report

Instructions:
To run go into directory of project and type firefox index.html or open the index.html file in the browser of your choice.

Game Controls:
1)B for black and white
2)Arrow keys for changing lanes
3)w for duck
4)space for jump

Features Implemented(Basic):
1)World,Player,Score
2)Coins in multiple lanes
3)Police officer behind player
4)Multiple types of obstacles like traffic lights,trains,jump over,duck under,grass
5)Multiple boosts fly,boot jump,lives bonus,dog bone bonus
6)All shader tasks completed namely grayscale,textures,flashing of lights

Bonus:
1)Used textures and Lighting to improve upon the game aesthetics and feel
2)Sound track
3)Extra obstacles of each type
4) Extra Bonus like lives and bone bonus
5) A police dog which mimicks the player movements
6) Train as obstacle(handling of jumps over multiple trains coin collection)