

Subway Surfers

Controls

Right and left keys to move the player to right and left lanes respectively. Spacebar to jump. *G* for making the game grayscale, again press *G* to restore it to normal color. Player is moving forward automatically. Goal of the game is to avoid the police officer chasing the player and reach the destination collecting maximum coins in the way.

Features

- ❖ **Player** : Main character being controlled.
- ❖ **Police Officer** : Chasing the player. Comes when player's speed becomes less and chases him when his speed becomes zero.
- ❖ **Train** : If player collides with front of the train, his speed becomes zero. If he collides with its side, his speed becomes slower. He can walk over the train.
- ❖ **Dog** : Running beside the player mimicking his actions.
- ❖ **Coins** : Comes at random places, player's goal is to collect them.
- ❖ **Walls** : If the player collides with them (when trying to move left at left lane or right at right lane), then player becomes slow.
- ❖ **Obstacle Type 1** : If player collides with them, his speed becomes zero.

- ❖ **Obstacle Type 2** : If player collides with them, his speed becomes slow (if his speed is already slow, then it becomes zero).
- ❖ **Magnet** : Comes at random time. If player takes this powerup, coins are attracted towards the player for sometime.
- ❖ **Jetpack** : Comes at random time. If player takes this powerup, he goes into the air for sometime, avoiding all the obstacles on the ground.
- ❖ **Jumping Boots** : Comes at random time. If player takes this powerup, his jumping power becomes stronger for sometime.
- ❖ **Grayscale** : Whole game can be made grayscale on pressing button 'G'.
- ❖ **Flashing** : Walls are flashing periodically.
- ❖ **Progress Bar** : Below the game, there is progress bar showing the completion of game in percentage.