README FIGHTER JET

How to run the game

COMPILE

```
cmake CMakeLists.txt
make
```

RUN THE EXECUTABLE

```
./FighterJet
```

CONTROLS

```
The user can play by keyboard.
Zooming and done using the mouse.
```

Keyboard   Controls

KEY	ACTION
Up arrow	Tilt up/Also used in helicam view for changing look angle
Down arrow	Tilt down/Also used in helicam view for changing look angle
Left arrow	Used in helcam view
Right arrow	Used in helcam view
ESC	Quit
w	move forward
a	Move left
s	Nothing
d	Move right
b	Bomb
q	Barrel Roll Counterclockwise
e	Barrel Roll Clockwise
v	Vertical loop
Space_bar	Shoot missile

Mouse Controls Used in Helicam view for moving/rotating the camera.

RULES

Basic

```
Player has fuel(decreases with speed), health.
Collect fuelups and healthups to survive.
Dashboard has score, fuel, health, altitude, speed;
Enemies are brilliant and start hitting more frequently after one succesful shot.
Player DIes on reaching near a volcano.
```

Camera_Views

Key	View
0	Towerview;Changes to the nearest tower automatically
1	Follow-up cam
2	FPS cam
3	Skyview cam

4	Missile View Cam
5	Bomb View Cam
6	Helicam
V-Loop (automatic)	V-loop observer cam

Checkpoint

Checkpoints are shown to the user with the top green pointer. Turn green on reaching Enemies present at each check point and can have multiple cannons and lives to shoot you. Number of enemies increases after each check point.

Scoring

Object/Enemy	POINTS ADDED
Parachute	100
Smoke Ring	~100
Enemy using missiles	200
Enemy using bombs	250