

# README FLYING WHEEL(JETPACK JOYRIDE CLONE)

## How to run the game

### COMPILE

```
cmake CMakeLists.txt
make
```

### RUN THE EXECUTABLE

```
./graphics_asgn1
```

## CONTROLS

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

Keyboard	Controls
KEY	ACTION
Up arrow	Jump
Down arrow	Nothing
Left arrow	Move left
Right arrow	Move right
ESC	Quit
w	Pan up
a	Pan left
s	Pan down
d	Pan right
x	Throw water balloon

### Mouse Controls

Scroll up to Zoom in.  
Scroll down to Zoom out.  
Mouse click and drag for panning when screen is zoomed.

## RULES

### Basic

The player has three lives.  
Enemies, powerups, coins appear at random distances and heights.  
Presence of semicircular ring which controls the motion.  
Ability to throw water ballons and extinguish firelines (follows a projectile trajectory)  
Presence of Magnets that alters motion.

### Powerups

POWERUP	DESCRIPTION
Shieldup	Provides a shield that can cut across enemies and lasts for 6 seconds
Speedups	Player moves 4 times faster and lasts for 4 seconds
Lifeups	Provides one extra life

### ENEMIES

ENEMY	DESCRIPTION
Firelines	Simeple firelines present at various heights
Firebeams	Activates when player is near it and moves vertically
Boomerang(SMART)	Aimed at player, follows a horizontal U trajectory
Dragon	Moves up and down casting fire. Has 2 lives

Scoring

Each coin has a random score and is present at a random height.  
Points are deducted for every life lost depending on the enemy.

ENEMY	POINTS DEDUCTED
Firelines	50
Firebeams	30
Boomerang	20
Dragon	100