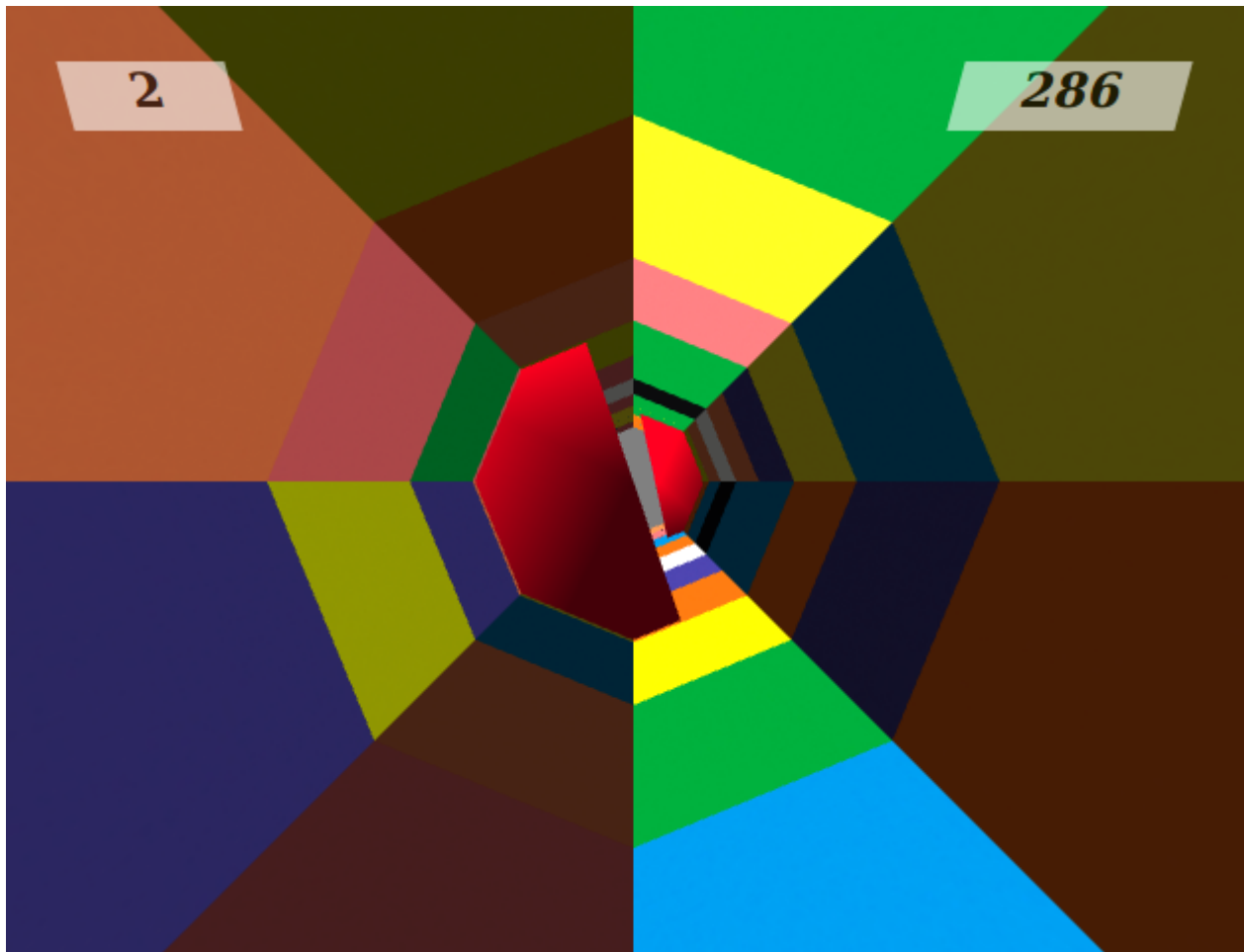# Tunnel Rush Webgl 3D Game

This game is based on [Tunnel Rush](#). More details in [problem.pdf](#).

The prime objective is to score as much as possible. After a certain score is reached, new level is unlocked with some additional features increasing the difficulty of the game.

Installation

You don't need to install any packages for running the code.

Run the code

```
cd path/to/project
firefox index.html
```

World

1. **Octahedral Infinite Tunnel** - The infinite tunnel consists of octagons, stacked one over another. The view is perspective so the stacked octagons look a tunnel. When an octagon gets passed the viewing screen, I remove it and add a new octagon at the end.
2. **Obstacles** - Tunnel has got obstracles moving and rotating at random speeds. There are 4 different types of obstracles. New obstracles come after passing each level.

Level is indicated by on **top left** side of canvas window.

Score is displayed on **top right** side of canvas window.

Controls

- Arrow keys (Left/Right) or A/D - Rotate the tunnel
- Z/X - Move camera left/right
- N/M - Move camera up/down
- P - Pause
- B - Black and White

Extra Features

- Game UI (Score and Level display)
- Infinite boundary
- Background music
- Textures for making tunnel walls and obstacles
- Shadering effects on obstacles
- Lightening effects which changes on rotation of tunnel
- Camera
- 4 Different types of obstacles
- Modular codebase

License

Music Credits: Eric Matyas (http://www.soundimage.org)