Graphics - Assignment #2

Features

Compulsory Objectives

- Player - who goes from his position (1,1) to position (10,10)
- Tiled land + Missing Tiles i.e. Water exactly as described in the question
- Tiles should move up and down dynamically
- Obstacles created + New -> Obstacles controllable dynamically at runtime
- Player Controls
- Multiple Camera Views
- Zooming & Panning
- Level finish, Health, 3 Lives, etc
- Health decreases when dropping from large heights

Optional Objectives

- Visibility Model - Board can dynamically becomes limited visibility
- Textured Surfaces and Animation
- Multiple Sound Effects
- Infinite Camera Views
- Infinite Levels
- Dynamic Boards
- Dynamically allocated objects
- Dynamically controlled speeds of obstacles
- Text Rendering
- Controls independent of Caps-Lock

Instructions

Keyboard

a,s,w,d   ->   Left, Right, Up, Down controls
c   ->   Change Camera Views (Recommended to keep top view)
v   ->   Change between partially occluded and full-view board (Visibility)
i   ->   Increase Visibility
o   ->   Output Visibility

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q              ->        Quit
9,8,7,6,4,2  ->         The Camera view panning & Zooming
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Mouse

Left click -> Zoom in
Right Click -> Zoom out
Pointer direction -> Move around board