GRAPHICS- Assignment 1

Jetpack Joyride

Controls-
1. Move left- Left arrow key
2. Move right- Right arrow key
3. Jump- Spacebar
4. Shoot- 'S' key

1. The world consists of a wall, score display, platform and the player. The player has a Jetpack attached to him with which he can move up.

2. Coins and Gems appear above the ground at various heights.

3. Magnets appear and disappear randomly which cause the player's motion to be influenced.

4. Special flying objects move in a projectile and appear randomly and give the player bonus example, extra coins or full health.

5. A semi circular horizontal ring appears after a certain distance, and if the player goes inside the ring he follows the semi circular path and is protected from the enemies.

6. Enemy1(Fire Lines) : Two circular objects appear and a fire like beam is created between them. The lines are at random angle with the platform.

7. Enemy2(Fire Beams) : Two pairs of circular objects appear and a fire like beam is created between each pair. The beam is parallel to the platform and moves along Y axis.

8. Enemy3(Boomerangs) : Boomerangs randomly appear and move somewhat in a horizontal 'U' or flattened 'C' direction. If the player comes in contact with the boomerang, the player's health decreases.

9. Enemy4(Viserion) : A flying dragon appears randomly and moves along Y axis and throws Ice Balls.

10. The player can extinguish fire lines by throwing water balloons by pressing S key.

BONUS-

1. Dragon is implemented.
2. Seven Segment Display for score and health.
3. Good representation of player, dragon and all other components.