# Graphics Assignment 1

(Roll no 20171148)

This game is a copy of Jetpack Joyride.

Controls:
1. Right Arrow: Move forward
2. Left Arrow: Move backward
3. Space Key: Jump
4. Key 'b': balloon to extinguish fire

Coin:
1. Coin of Yellow Colour (Score increases by 1)
2. Coin of Blue Colour (Score increases by 2)

Enemies:
1. Enemy 1 (Fire Line): Randomly aligned from X-axis. Fire line can be extinguish by a water balloon. If player comes in contact with Enemy 1 then its health is reduced.
2. Enemy 2 (Fire Beams): This consist of 3 Fire lines. The first one alive for first 2 seconds, second one for next 2 seconds, third one for another next 2 seconds. These can be extinguish by water balloons. If player comes in contact with Enemy 2 then its health is reduced.
3. Enemy 3 (Boomerang): It moves in Flattened C direction starting from right most corner of the screen. If player comes in contact with boomerang then its health is reduced.
4. Enemy 4 (Dragon): Dragon Comes toward the Player if Dragon is ahead, if player is ahead then you are escaped. If player comes in contact with dragon then its health is reduced. Also, it releases Ice balls if a player collides with these balls then health of player is decreased.

MoreCoins:

A Special flying object, if player collides with this object than his score will increases by 100 points.

Shield:

A Special flying object, if player collides with this object than it will be shielded (protected) against enemies for next 10 seconds.

Circular Ring:

If a Player sits at the edge of the Circular Ring then Player will be shielded and will move in that circular ring.

Magnet:

Magnet will attract the player.

Sounds:
1. On pressing space key sound will play.
2. When player collect shield power then sound will play.
3. When player collect more coin bonus then also sound will play.