GRAPHICS ASSIGNMENT 1 QUICK START GUIDE
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JETPACK JOYRIDE

World:->

The game consists of Barry(The player) , A platform upon which he can run and a ceiling above which he can't go.

The aim of the game is to score maximum points and avoid collisions with enemies(described below) so that points are not deducted.

Movement and Controls:->

<u>Left Arrow Key</u> -> To move left

<u>Right Arrow Key</u> -> To move right

<u>Space</u> -> To jump

<u>B</u> -> Throw water ballons. (Initially 5 are provided.)

W-> Bullets. To kill dragons..

Enemies:->

1. Fire lines: randomly spawned at various heights and angles to the platform. Reduce the players points by 5 when hit.
2. Fire Beams: vertically moving beams , deduct 50 points from the players score.
3. Boomerrang: Follows a U shaped path , turns around and moves in direction of player at random radii. Deducts 100 points.
4. Dragon : Moves according to players current position. Throws ice balls at player , which reduce its points by 5.

Coins and Power Up's:->

1. Coins: 4 different types of coins which when collected increase the players points by a specific amount. These coins are spawned at random groups , and within the group , at random heights.
   BLUE->5 points
   PINK->10 points

KHAKHI->15 points
ORANGERED->20 points

2. Power UP 1(Money Bag): A yellow colored bag , which moves in a wavy path , gives player 50 points when collected.

3. Power UP 2(Water Balloon Bag): A blue bag , also moving in wavy curve , gives player 5 extra balloons when collected.

NOTE: The power up's tend to move away from the player. So Catch'em fast.

Special Objects:->

1. *SEMICIRCULAR RING:->* A semicircular ring appears randomly at random heights. When players comes in contact , the player starts moving in a semicircular path along the ring and is protected from any enemy in the vicinity.
2. *MAGNET:->* Magnet appears and disappears randomly at times and causes a constant attractive force towards itself. The players motion is influenced due to this.

Zooming :->
You can scroll in and out which leads to zooming.

NOTE->
 1.Player starts falling down if he is above the platform . Gravity and physics have been kept in mind while designing the game.
2. There is proper display of Score and the number of balloons remaining.
3. There is automatic panning to keep the player inside the screen
4. There is jet propulsion. You can see the thrust coming out of the players jetpack.

5. Proper collision detection of player with enemies, and water balloons with fire lines.

6. Enhanced representation of player to give better feel while playing.