GRAPHICS-ASSIGNMENT2-QUICK-GUIDE
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TO START THE GAME

mkdir build (if not already present)
cd build
cmake ..
make all
./graphics_asgn1 (could not change it.)

KEY CONTROLS

CONTROLS:->

A : TO STEER LEFT
D : TO STEER RIGHT
Q: TO STEER ANTICLOCKWISE
E : TO STEER CLOCKWISE
W : TO ACCELERATE.
Z : TO MOVE UP
C : TO MOVE DOWN
L : TO Quit
X : TO MOVE BACKWARDS
MOUSE_LEFT_BUTTON : SHOOT MISSILES(GOES IN THE LAUNCHED DIRECTION)
MOUSE_RIGHT_BUTTON : SHOOT BOMBS (GOES VERTICALLY DOWNWARDS)

CAMERA VIEWS->

Y : FIRST PERSON VIEW (FIGHTER JET VIEW)
U : TOP VIEW
I : TOWER VIEW
O : FOLLOW CAM VIEW
P : HELICOPTER VIEW

SCORE:->

Score is displayed in textual manner via Seven Segment Display.
A -> DENOTES ALTITUDE
F -> FUEL PERCENTAGE LEFT
H -> HEALTH INDICATOR
P-> TOTAL POINTS
S -> SPEED OF JET

OBJECTIVE:->
KILL ALL ENEMIES TO FINISH THE GAME.

POINTS:->

1. GO THROUGH THE SMOKE RINGS.(WILL CHANGE THE COLOR OF RING….)
2. PLAYING TIME
3. DESTROY ENEMIES
4. SHOOT THE FLYING OBJECTS.(BEWARE,, THEY HAVE A MOTION IN VERTICAL DIRECTION...)

HEALTH->

IF PLAYER GETS HIT BY ENEMY MISSILES 10 TIMES THEN GAME GET OVER.

ENEMY MISSILES ARE RANDOMLY SPAWNED.. BE AWARE

POWERUPS->
FUEL -> REFILLS THE FUEL TANK BY 20 UNITS.