A Song Of Fire And Ice

Section: B

Samiha Sharmin Sara 011162105

Alif Azmeer Khandker 011153068

OBJECTIVE:

It is a simple OpenGL 2D game. The goal of this game is to collect “Dragon Glasses” to increase points and at the same time evade the incoming “White Walkers”. The playable character, “John Snow”, is able to move forward, backward and jump. The dragon glasses appear randomly as the stage progresses and the speed of the incoming white walkers increases after every 50 points.

COMPLEXITY:

The speed of enemies will increase after every 50-point increment.

SCORE:

The score increases by 1, for every consumption of dragon glass.

KEYBOARD CONTROLS:

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| ACTION | KEY |
| BACKWARD | B |
| FORWARD | F |
| JUMP | J |
| SHOOT FIRE | R |