ICE AGE

Term Project: Level 1 Term 1

Project Name: Ice Age

Project supervisor: Shadman Saqib Eusuf

In this project, the leading character of Ice Age movie Manny is the character which runs to escape the flood due to meltdown period.

On its way it has to face some obstacles. Basically they are of two kinds:

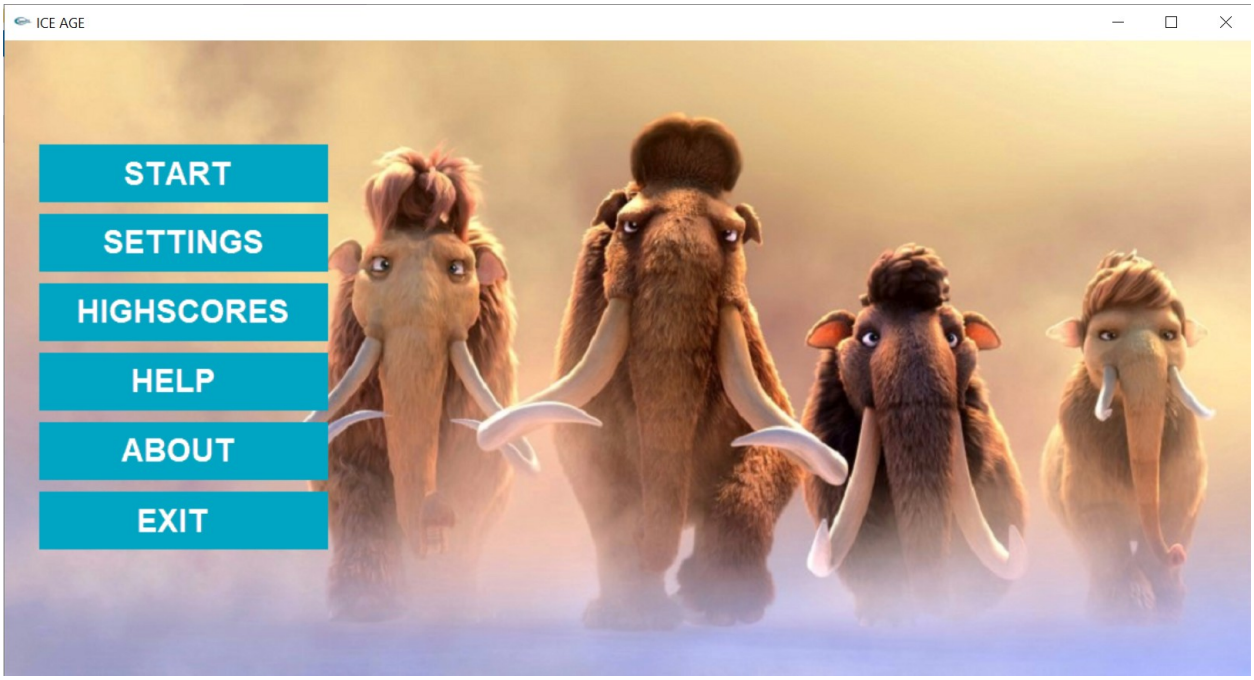
1. Large Obstacles: Ice blocks.
2. Small Obstacles: 3 kinds of trees are used of different height and width.

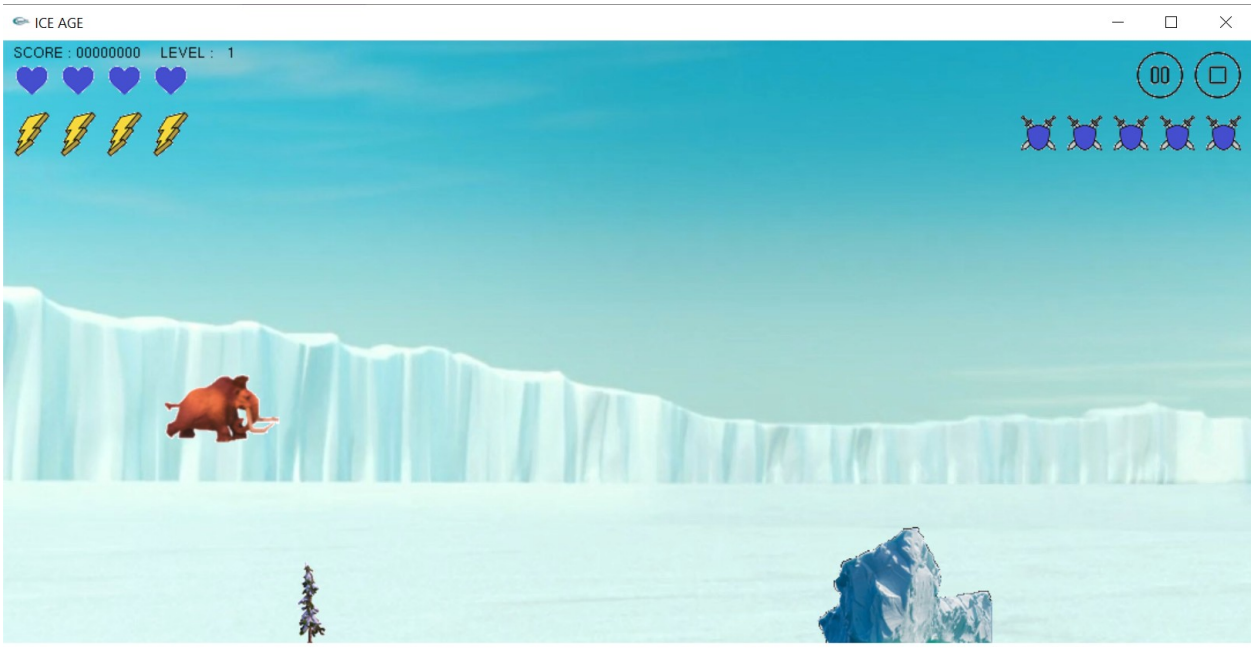
Four kinds of bonuses are added in the game:

1. Life increment: Increases number of life by one.
2. Power Jump: Gives the capability to jump higher than a regular one.
3. Shield: Protects from small objects. If the shield is on and it collides with a small obstacle the obstacle will be broken. But if it collides with the large obstacles the shield will be broken and Manny loses a life.
4. Coin: Gives 50 points.

Some screenshots of the game is added here to give you a brief idea:

ICE AGE
ICE
AGE


ICE AGE
START
SETTINGS
HIGHSCORES
HELP
ABOUT
EXIT



In the main menu, there is high-scores option where scores of top 5 players are stored. In settings, sounds can be muted and played. There are further instructions for the user in the help menu.

Thank you for reading.