Jetpack Joyride

Description

This game is created using OpenGL. This is a basic of version of Jetpack Joyride game.

There are 2 levels. The difficulty increases as the levels go up.

There are two powerups, one gives extra life and the other one gives extra speed to player.

There are different type of coins and each type of coin holds different score.(yellow-10,blue-20,purple-30)

There are also different types of enemies(firelines, firebeams and boomerangs)

You can extinguish fire woth water balloons.

At the end of 1st level, there will be a dragon shooting ice_balls. This dragon can be killed only when crossed.

Magnets will attract the player towards it, getting it deviated from its actual path.

To run the already existing executible we need to change the music system commands.If we create build and cmake and run, there is no need to change anything.

Controls

Key	Function
Left arrow	left movement

Right arrow	Right movement
space	To move up,using the jetpack!
s	shooting water balloons
Scroll up	For zooming In
Scroll down	For zooming out