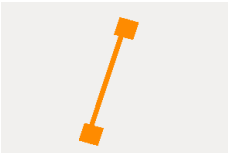# JetPack JoyRide

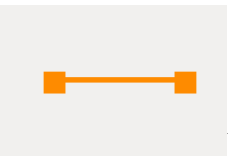**Name:** *Vaibhav Garg*
Roll Number: *20171005*

Description

The game has been divided into 3 levels, where the 3rd level is never ending. As the level increases the difficulty increases and new elements are introduced to the player. To make sure the game doesn't become monotonous in level3, the probability of dragon increases linearly with increase in score.
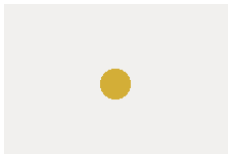

The Player

Fixed Beam generated at random angles, introduced in level 1.

Moving horizontal beam, intended for level 2 but can be seen in level 1 too due to low scores.
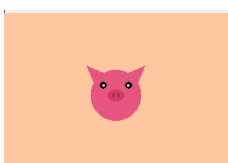

Coin, increases the score by 1, introduced in level 1.
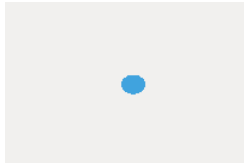

Diamond, increases the score by 3, intended for level 2 but can be seen in level 1 too due to low scores.
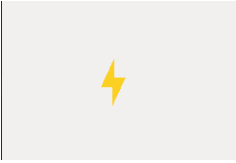

Boomerang, follows a parabola trajectory, introduced in level 2.

Piggy bank, increases score by 20, rare, introduced in level 2.
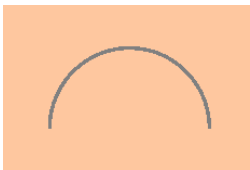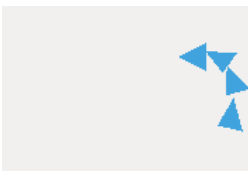
Water balloon shot by the player

PowerUp, increases life and makes immune from enemies for a certain period, the timer can be seen on the player's head, very rare, introduced in level 3

Magnet, comes up randomly to either the left side or right side and causes acceleration, introduced in level 2
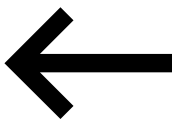

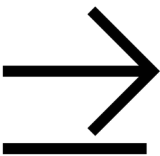Circular ring, introduced in level 2, protects the player

Dragon, shoots ice bombs, very rare, introduced in level 3

Controls

Left Movement

Right Movement

Upward thrust

Shoots water baloon