IN_THE_SEA-GAME

DEVELOPER
            AAYUSH GOEL
Running the game
        * To run the game enter these command in the directory of the game:
                run   ./jet_fighter in directory build
#Rules
        * You have to destroy 5 checkpoints marked byb red arrows above them to clear the game.
        * Your game is over if you:
                *Go Underwater
                *Come Close To Volcano
                *Are Out of fuel
                *Excessive damage by enemy cannons
        * Brown coloured boxes appear to refill fuel and are marked by green points on the map.
        * The dashboard appears at the bottom showing fuel-level in brown , altitude in red and
                health in yellow. Enemy shots reduce your health.
        * The speedometer appears on top-right to mark the speed of the plane.
        * The map appears on top-right indicating the player by arrow , volcanoes by red , fuel by
                green and next check-point by black poins.

Point Scheme
        * Time Passes = 10*no._of_seconds
        * Smoke Ring = 50 Points
        * CheckPoint Destroyed = 100 poins
        * Boat Destroyed = 30 points
        * Parachute Destroyed = 50 Points

Controls:

Moves	Keyboard input
Move left	<- key
Move right	-> key
Move forward	up arrow key
Move backward	down arrow key
Move Vertically Up	w key
Move Vertically Down	s key
Yaw left	a key
Yaw right	d key
Roll up	z key
Roll Down	x key
View Change	v key
Accelerate	SpaceBar
Missile	Left Mouse Button
Bomb	Right Mouse Button
Quit	Esc

            SO NOW IT'S TIME TO PLAY!!
                                GOOD LUCKf