

Jetpack Joyride

About the game :

The game is an arcade game (inspired by Jetpack Joyride) where the player controls the object and move it up, forward and backward while collecting coins. The player should also dodge the obstacles/enemies as they have penalties.

Objective of the game is to maximize score by collecting coins.

Objects:

1. Player : The main character of the game, who can navigate through the world and has 3 lives initially, with each life having 100 health.
2. Wall
3. Platform
4. Coins : 2 types of coins (yellow:5 points and orange:10 points)
5. Magnet
6. Special Flying Objects / Powerups : +50 points
7. Circular Ring / Tunnel : A semicircular tunnel like ring in which the player can get into and will be protected from all the enemies.
8. Enemies :
 - 1) Fire Lines : Inclined at any angle to the horizontal.
 - 2) Fire Beams : One horizontal fire beams appear and can move vertically up and down.
 - 3) Boomerang : Appears in Level-2. Moves in a horizontal-U shape and is deadly.
 - 4) Viserion - The Dragon: Moves according to the position of the player. Throws deadly fire balls which consume his health or even lives.
9. Water Balloons : To extinguish fire beams and fire lines. They also reduce dragon's health.

BONUS OBJECTS :

10. Lightsaber : A lightsaber/sword which will be available to the player after he obtains a certain amount of score. It can kill all the enemies, including the dragon.
- 11 Seven Segment Display Objects : Used to display – Score, Lives, Health

Physics Implemented :

1. Gravity influenced movement of objects.
2. Horizontal-U movement of the boomerang.
3. Projectile nature of objects.

4. Magnet affects player's path of motion.

Controls :

- Left arrow : Move Left
- Right arrow : Move Right
- SPACE : Move Up
- B : Throw water balloons
- Mouse scroll-wheel : Zooming