

GET THE STARS  
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In this game you have to collect as many stars as possible in given number of lives, here = 3(can be changed simply), without colliding with the obstacles.

CONTROLS-

arrow keys:  
LEFT – angle of cannon decreases;  
RIGHT – angle of cannon increases;  
UP – speed of the ball increases;  
DOWN – speed of the ball decreases;  
z – zoom in;  
x – zoom out;  
SPACE – shoots the ball;  
ESC – exits the program;  
mouse:  
LEFT CLICK – shoots the ball;  
RIGHT CLICK – exits the program;  
SCROLL UP – angle of cannon increases;  
SCROLL DOWN – angle of cannon decreases;

HOW TO PLAY:

Adjust the angle of the cannon and then adjust the speed to get the maximum number of stars and then SHOOT!!! and you get the stars...

The obstacles have been created using classes, so the numbers and coordinates of them can be modified easily. The functionality of these obstacles(like what to do when the ball approaches that particular obstacle) can also be changed accordingly.

SCORE generation :

For every star you hit, you get 5 points(can be modified) and for every obstacle you touch, you lose 20 points(can be modified), also some obstacles are considered as BLACK HOLES, so if you get even slightly close to it, you lose that ball!!!

Balls left:

the number of lives at start is 3(can be increased/decreased), is also shown on the screen

extra features:

the imageloder files have been added, so in future if one needs to insert an image, it could be done easily.

ZOOM:

to zoom in and zoom put the screen use z,x