
GRAPHICS ASSIGNMENT 2

Abhishek Nalla (20161115)

World

The world includes water with a boat. The boat wobbles similar to a realistic boat. The boat can turn in 360 degrees and can reach a max speed. The rocks have been implemented and on hitting the rocks the boat stops and must pickup speed again.

The boat is affected by strong gusts from all possible directions which affects its motion depending on the direction you are travelling. The boat has a sail which turns independently of the boat depending on the direction of the wind.


The boat also has a freely moving cannon which can rotate 360 degrees. The cannon is capable of shooting rotating blocks at high speed. There are monsters which move randomly very quickly. On colliding with a monster you lose 25 points. After killing 3 monsters the boss monster appears which follows you until a particular coordinate after which it again appears in front of you. The boss is very fast and you lose 50 points on colliding with it.

Then there are barrels which give you health points, they disappear and reappear elsewhere. There are also gifts which provide you with a burst of acceleration. On killing the monsters they drop diamond shaped boosters, which you can store and use when needed.

Then I have also created an island which after killing the boss monster you can disembark on with a gun capable of shooting bullets at monsters. Here you need to be careful of monsters and boosts are provided to protect you. Then there is the treasure which on finding finishes the game.

The player has an initial health level which can increase or decrease during the game. On losing all health, the game finishes.

Controls

- 
1. Up for moving forward in -z direction.
 2. Down for moving backward in +z direction.
 3. Right arrow for turning right.
 4. Left arrow for turning left.
 5. Space for jump.
 6. '+' for rotating canon in clockwise direction.
 7. '-' for rotating canon in anticlockwise direction.
 8. F for throwing fireballs.
 9. V for using booster.
 10. Q for quit.
 11. KEY 1 for follow cam view.
 12. KEY 2 for boat view.
 13. KEY 3 for top view.
 14. KEY 5 for tower view.
 15. KEY 6 for side angle view.