**Round 2 Tappy**

This is the second level after Quantum escape, hope you did well in it and wish you all the best for this level.

In this level we have given you a preview video which shows the game in its perfect form named “tappy preview.mp4”. We have given you a file named “tappy - bugged.capx” which is the project file for tappy plane, but it contains some bugs.

A bug is anything that is different from the game shown in the preview.

Your maximum points in this event will be decided by your points in Quantum Escape.

Points in Quantum Escape Maximum marks in Tappy

0 to 20 50

21 to 50 70

51 to 100 90

100+ 95

We have given you some tasks below, see if you can finish them!

**Tasks : (Remember, points will be given for a task only when all the requirements of the task are met EXACTLY!!)**

1) Make the score increase by 1 every second and reset it on level restart.

[10% of maximum marks]

2) Make the level restart on collision with hills and when the plane gets below the bottom boundary of layout.

[10% of maximum marks]

3) On every click set some angle of the plane from horizontal in counter clockwise manner as it does in the video exactly.

[10% of maximum marks]

4) After 5 clicks make the hand(object) appear on the plane

[20% of maximum marks]

5) On every click make the plane jump as it does in the video.

[20% maximum marks]

6) Make the layout stable (i.e. hills should not move, differently) + Make the layout

infinite in length + Plane should have its horizontal motion **relative** to its background.

[30% of maximum marks]