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# Graphics Assignment 1

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## About Game

It is made in OpenGL and is similar to the popular game Jetpack Joyride.

## Controls

### Movement

1. Up - "w"
2. Right - "d"
3. Left - "a"

### Zoom

4. Zoom in - "m" Or scroll
5. Zoom out - "n". Or scroll

### Shoot

1. Fire water balloon - "Space key"

## Notes

- **As there are many files** in the game you first need to make all and after that `./graphics_asgn1`
  - **Main Code** resides in `main.cpp` and different objects are defined in different files.
  - The game was made on **Mac** so xcode is needed to **compile**.
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## Bonus

- 1)Dragon : It can move up and down and it throws fireballs over Player
- 2)Score Display : Seven segment display for displaying score
- 3) Shield : Taking a special power up creates a shield around Player which protects it for 2 seconds
- 4)Special coins
- 5)Better representation of the Player.