

Graphics Assignment 1

Pacman Killer 2D game in OpenGL 3.

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Basic Info

- Player has a total of 3 lives
- Player scores points if kills enemy balls
- Enemy balls killed only when player jumps on enemies from above
- Player's path gets deflected towards the magnet when it comes in the surrounding of the magnet
- Player dies if it falls on porcupine, and is regenerated for 3 lives
- Porcupine remains intact when the player dies
- Player loses also life when it off the ground
- Once the player loses all the 3 lives, the game ends autoatically

Controls

- a : move left
- d : move right
- space : move up
- mouse scroll : zoom in and zoom out
- Arrow-left (->) : pan left
- Arrow-right (->) : pan right
- Arrow-up (^) : pan up
- Arrow-down (v) : pan down

Note: The action buttons work on key press, not on key release

Scoring

- Killing every red ball makes the player gain 10 points
- Killing every slate-blue ball makes the player gain 5 points
- Touching the porcupine will make the player lose life and deducts 50 points

Run the Game

```
// cd to the project folder
cd path/to/project

// Make a folder named build and cd into it
mkdir build
cd build

// Run cmake
```

```
cmake ..  
  
// Make the project  
make  
  
// Run the program  
./graphics_asgn1
```

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