

README

Pixel Platformer

Pixel Platformer is a 2D platformer game built using Python, OpenGL, and GLFW. Navigate your character through various platforms, collect coins, avoid obstacles, and reach the goal to win the game. The game includes different difficulty levels, moving platforms, high scores, and interactive menus.

Features

- **Character Movement:** Control the character using arrow keys for movement and jumping.
- **Platforms:** Static and moving platforms with different colors and sizes.
- **Obstacles:** Avoid obstacles that can end the game.
- **Coins:** Collect coins to increase your score.
- **High Scores:** Track and display high scores for different difficulty levels.
- **Interactive Menus:** Select difficulty levels and navigate through the game menu.

Dependencies

- Python 3.x
- GLFW
- PyOpenGL

Installation

1. Clone the Repository:

```
git clone https://github.com/anika235/Pixel-Platformer  cd  
Pixel-Platformer
```

2. Set Up a Virtual Environment (Optional):

```
python -m venv venv  source venv/bin/activate  # On Windows,  
use `venv\Scripts\activate`
```

3. Install the Required Packages:

```
pip install -r requirements.txt
```

4. Run the Game:

```
python game.py
```

How to Play

1. **Movement:**

- Use the LEFT and RIGHT arrow keys to move the character.
- Use the UP arrow key to jump.
- Press 'M' to return to the menu at any time.
- Press 'P' to pause/resume the game.

2. **Objective:**

- Collect coins to increase your score.
- Avoid obstacles to stay alive.
- Reach the goal platform to win the game.

Contributing

1. Anika Tabassum (Roll: 61)
2. Bholanath Das Niloy (Roll: 22)