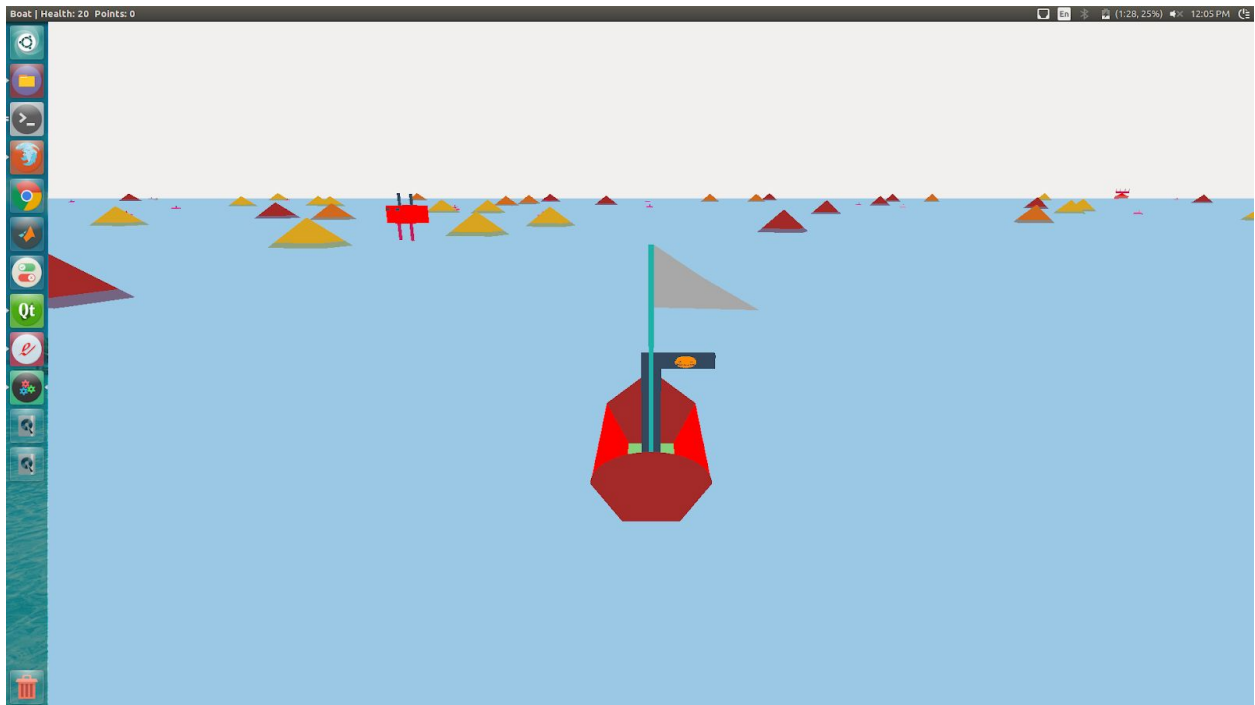


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# Legend Of Zelda

Graphics Assignment 2



## Installation

Run the following command to ensure that the required packages are installed.

```
sudo apt install libglew-dev libglfw3-dev libglm-dev cmake pkg-config  
libsdl-mixer1.2-dev libsdl1.2-dev
```

## How to run

1. Make sure you are in the directory `20161166_LegendOfZelda`

2. Run the command `mkdir build`
3. Run the command `cd build`
4. Run the command `cmake ..`
5. Run the command `make`
6. Run the command `./graphics_asgn1`

## Controls

- The boat can be moved by using the arrow keys.
- For fast deacceleration, down arrow Key can be used.
- The game can be viewed using various camera angles. To switch between different camera angles - 1,2,3,4,5 should be used corresponding to Boat View, Top View, Tower View, Follow-cam-view and Helicopter-cam-view respectively.
- There are 3 types of monsters in the game at the start. To kill a monster, you should throw a fireball at him. Fireball can be fired using the F key.
- After killing the monster, health can be taken which is dropped by the monster.
- After you kill 5 monsters, a big monster will appear and if you kill it using 3 fireballs, you will get a boost to increase your speed.
- There will be a wind blowing in the lake at random times and it will increase your speed in your direction.
- There are various barrels placed in the lake and if you jump over it, your points will increase corresponding to the number of points given by that particular barrel.
- There are various rocks in the lake and if you touch any of them your health will reduce.
- Your Health will also reduce if you touch any of the monsters in the game.
- At the start of the game, you will get 20 Health to start with and your health will reduce if you touch any rock or monster. As soon as your health gets 0, the game is over and your goal is to maximize the points at the end of the game by collecting the points over the barrels.