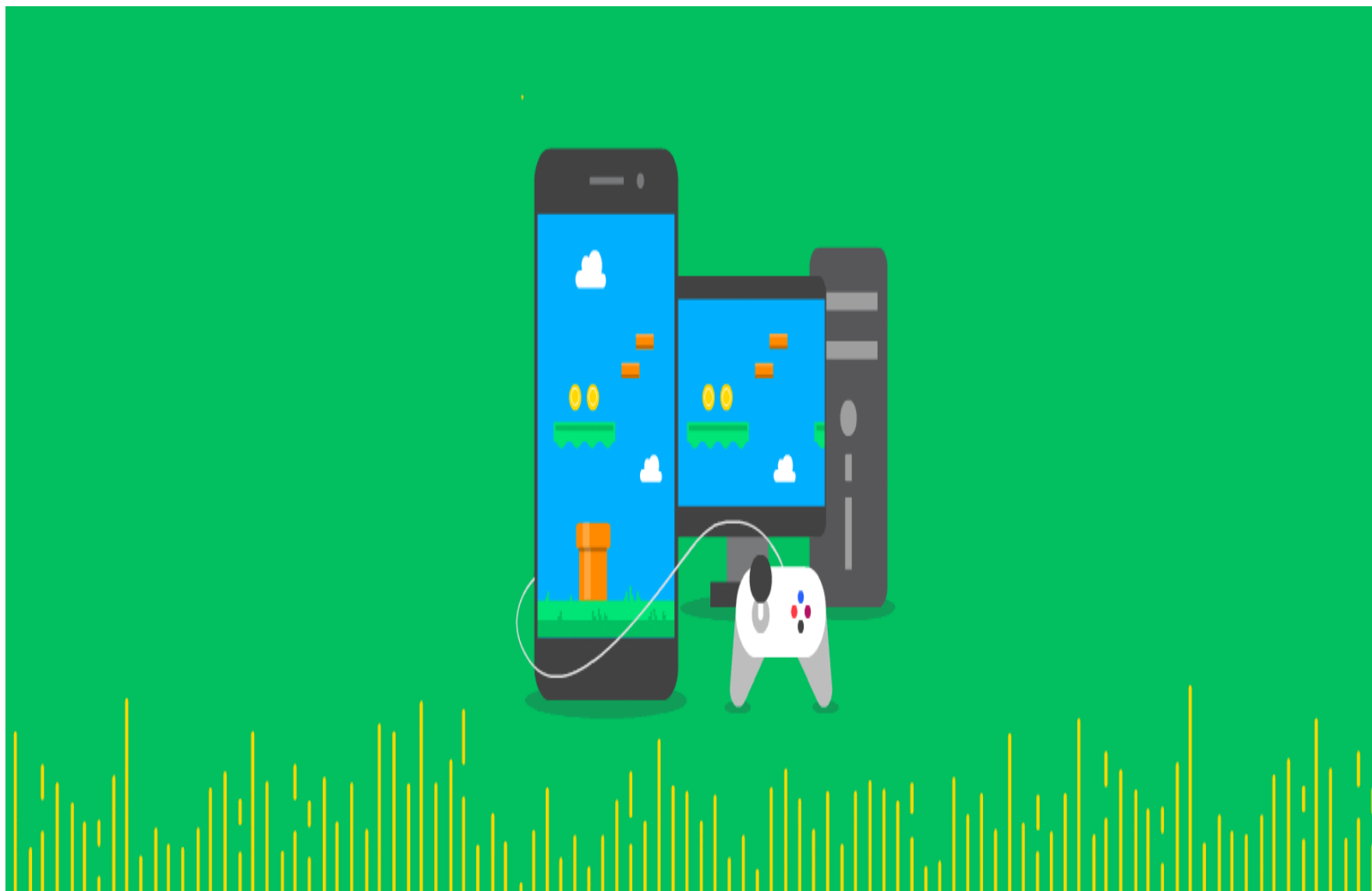


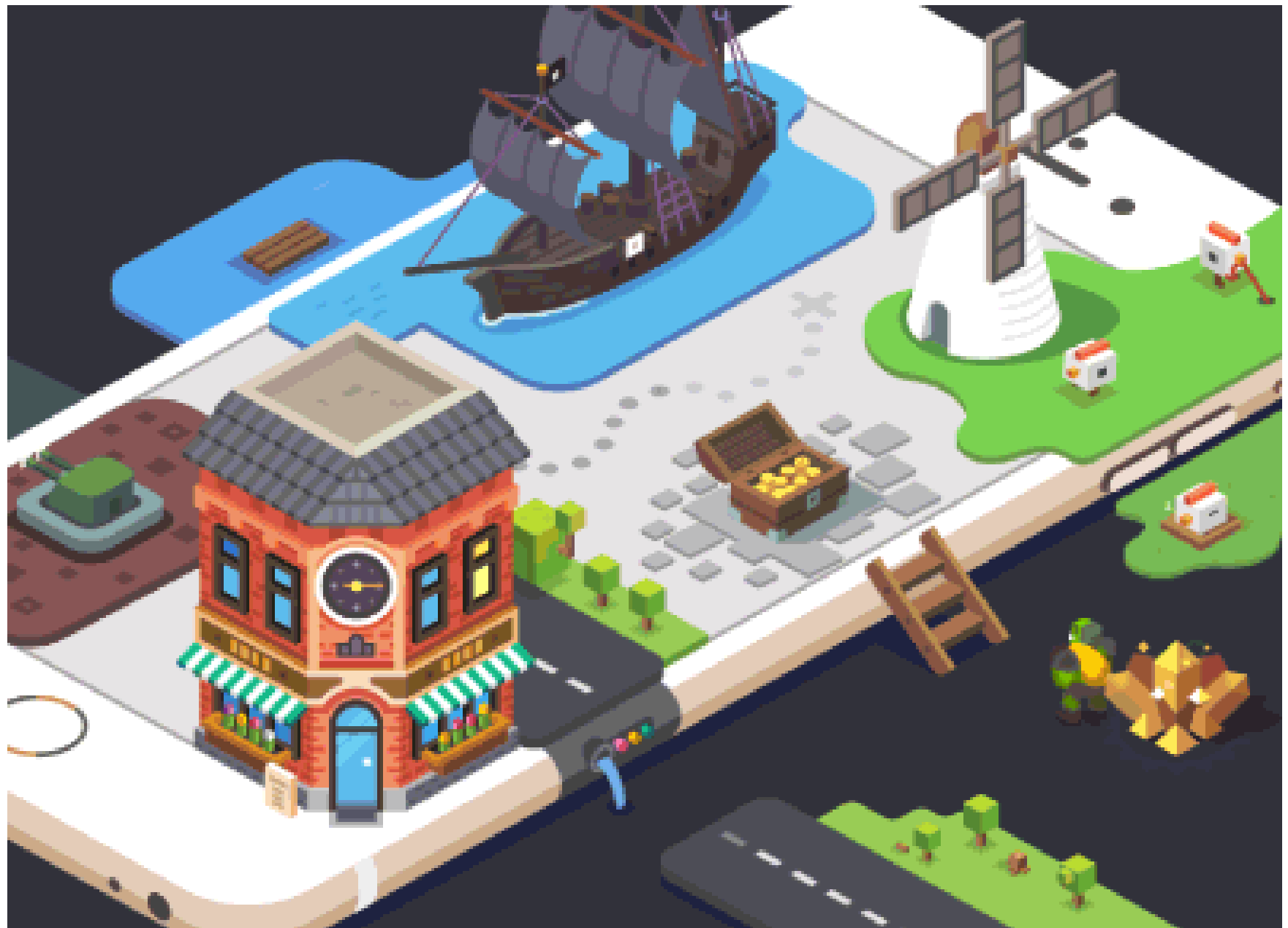
# CHANDAN VERMA

DATA SCIENTIST









# Example



# Assets

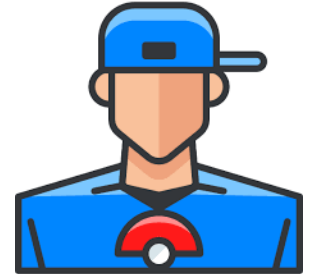


- Bullets
- Buttons
- Choppers
- Enemies
- Explosion
- Player
- fuel

- **Blast**
- **chopper**
- **click**
- **fuel**

# Object

- Player
- Enemy
- Background
- Enemy
- Bullet
- Explosion
- Fuel

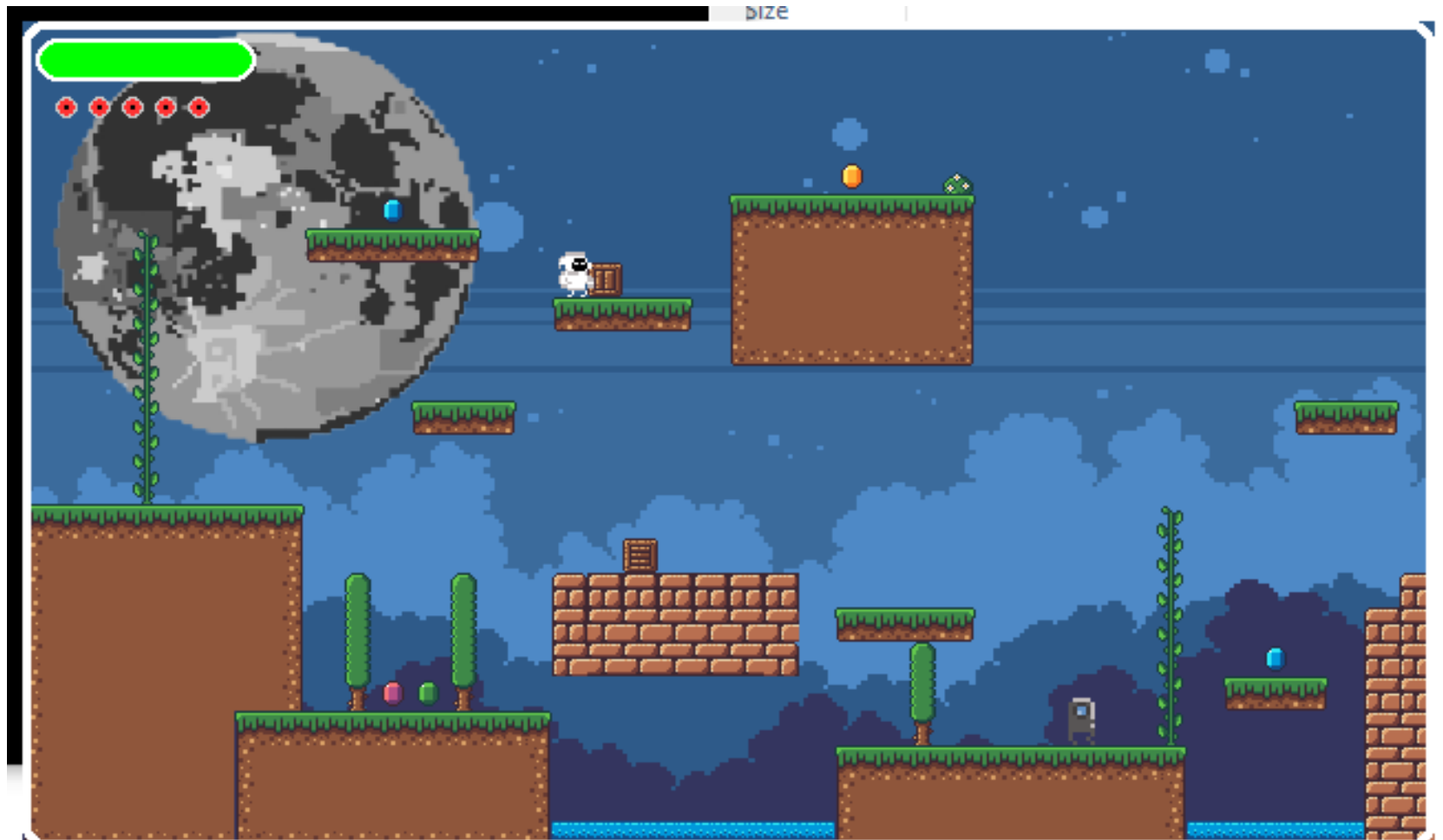


## Example 2





# Example 2



# Assets



- Ghost
- Enemy
- Player
- BG

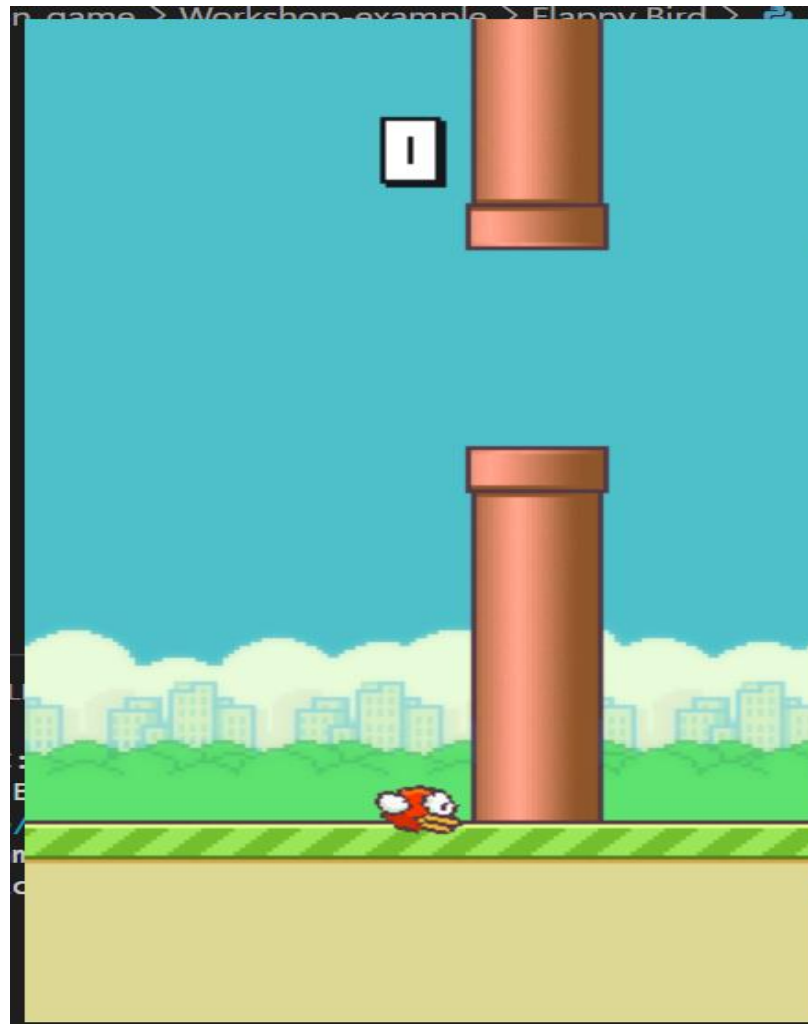
# Controls

- Left arrow key to go left
- Right arrow key to go right
- Up arrow key to jump
- G to throw grenade
- press ESC to escape the game

# Object

- button
- enemies
- level\_editor
- player
- text
- world

# Example-3

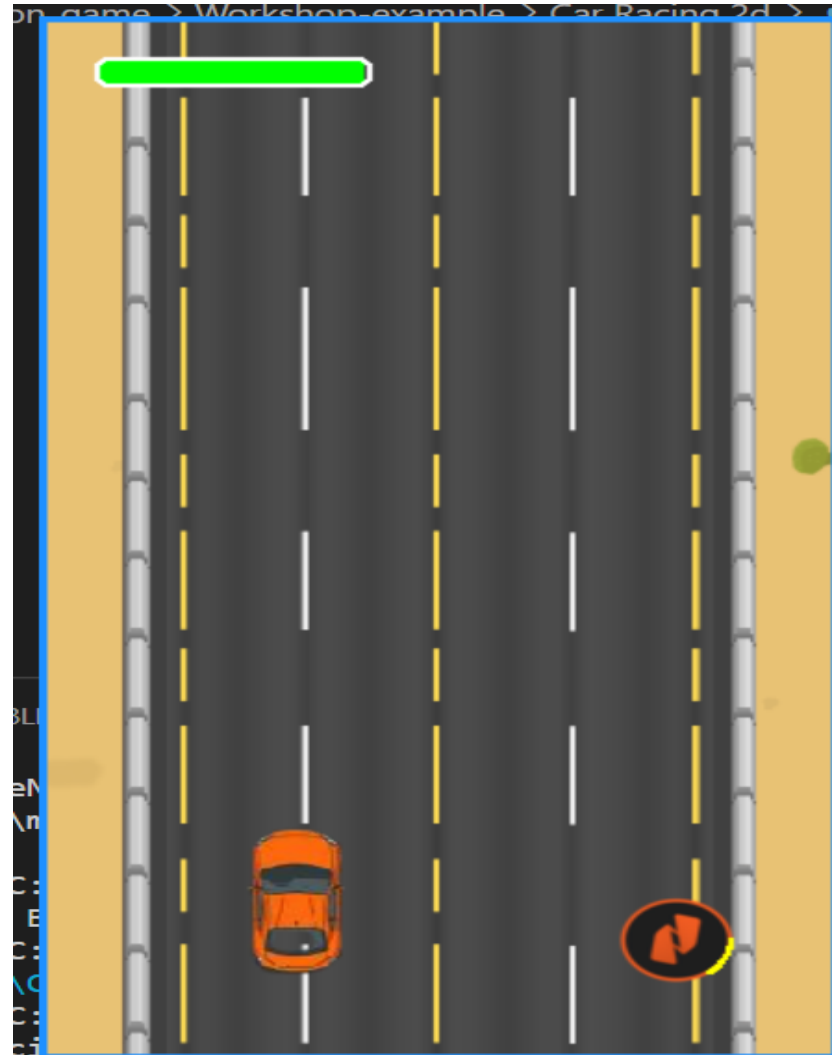


# Assets



- Bird1
- Bird2
- background day
- background night

## Example-4



# Assets



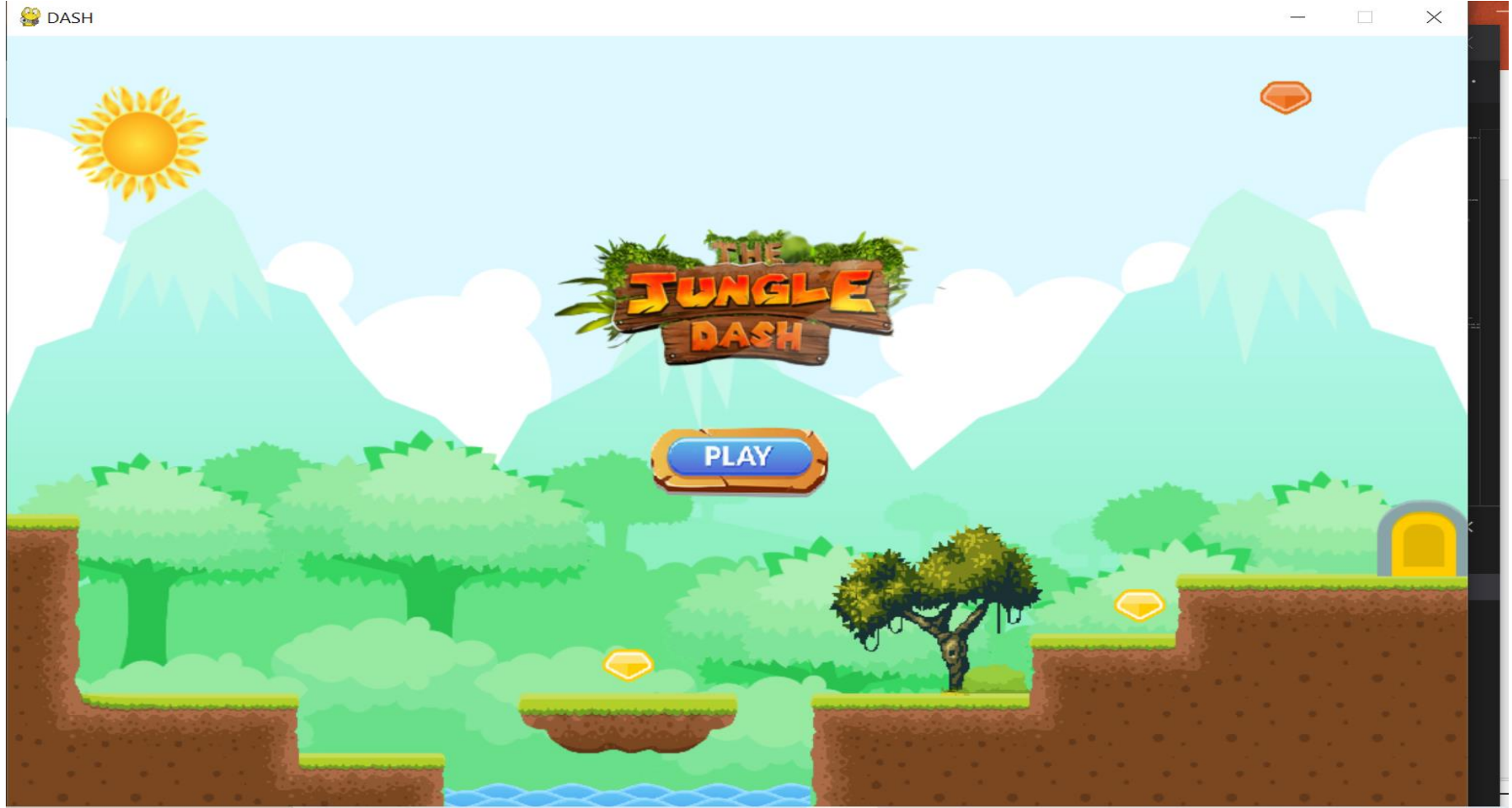
- Car-Different Color
- Coins
- Trees
- road
- roadblock

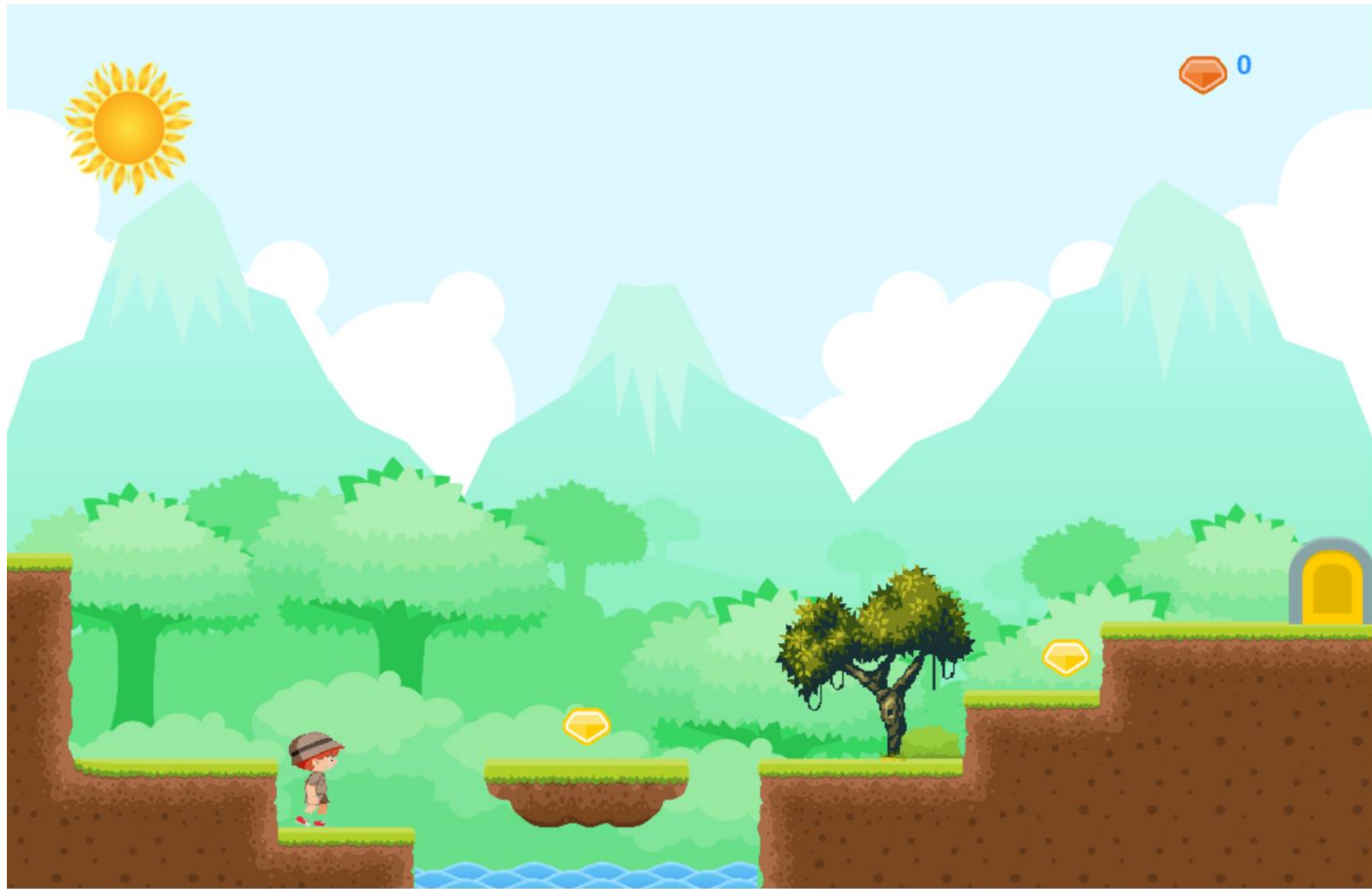


# Object

- Road
- Player
- Tree
- Fuel
- Coins

# Example-5





# Assets



- Backgrounds
- Diamonds
- Gates
- ghost
- Player
- tiles