



Boat Mania

Graphics Assignment-2

Daksh Lalwani

20161156

Overview

Boat Mania is a ferry game, where you have to draw your boat through all the obstacles in this infinite 3D world, all the way to the treasure on the magical island!

Installation

1. Sudo apt install libglew-dev libglfw3-dev libglm-dev cmake pkg-config
2. Extract the game and go to 'Boat Mania' folder.
3. Run the command 'mkdir build'
4. Run the command 'cd build'
5. Run the command 'cmake ..'
6. Run the command 'make'
7. Run the command './graphics_asgn1'

Controls

1. Key Left : rotate left
2. Key right : rotate right
3. Key SPACE : Jump
4. Key up : move forward
5. Key v : Camera view change
6. Key f : fireball emission
7. Key t : boatman jumps out of boat
8. Key down : move backward
9. Key a : rotate aim of cannon leftwards
10. Key d : rotate aim of cannon rightwards
11. Key w : rotate aim of cannon upwards
12. Key s : rotate aim of cannon downwards
13. Drag(mouse/touchpad) : change field of view in helicopter view
14. Scroll(mouse/touchpad) : Zoom-in/Zoom-out

Specifications

- Monsters
 - a. Kill the monsters to face the Boss monster.
- Boss Monster
 - a. Kill the boss monster to unlock the magical island.
- Treasure
 - a. Collect the treasure to win the game.

Bonus

- Island
- Background audio
- Water Texture
- Levels Implementation