



# Pop 'em All

Graphics Assignment-1

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## Overview

Pop 'em All is a infinite Pacman game where you pop the pacman going through challenges like water, magnet, porcupines and with help of trampoline and others. So, just get ready and Pop 'em All !!

## Installation

1. Sudo apt install libglew-dev libglfw3-dev libglm-dev cmake pkg-config
2. Extract the game and go to 'graphics\_boilerplate' 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 a / drag with mouse left : move left
2. Key d / drag with mouse right : move right
3. Key SPACE : Jump
4. Key w / scroll in with mouse : Zoom In
5. Key s / scroll out with mouse : Zoom Out
6. Key Left : Pad Screen Left
7. Key Right : Pad Screen Right
8. Key Up : Pad Screen Up
9. Key Down : Pad Screen Down

## Score

1. Pop a Pacman : Score +10 points
2. Go into the Spikes : Score -500 points
3. Score will be shown at the title of the screen.

## Specifications

- Spikes
  - a. As Score reaches 20, spikes will occur, try not to fall on them. If you fall, your score will have a penalty of 500 points.
- Magnet
  - a. As Score reaches 50, magnet will occur, which will pull the player towards itself if the player gets in front of it.
- Water
  - a. When in water, the speed of player reduces.
- Trampoline
  - a. It gives extra acceleration, when the player jumps on it.