

GRAPHICS ASSIGNMENT 2
3D FIGHTER PLANE GAME
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The objective of the game is to fly the plane and destroy the checkpoints and score as much as possible.

Features:

- The game could be played from multiple views(as mentioned in the specifications).
- The plane can launch missiles and bombs which could be used to destroy parachutes and checkpoints.
- The plane has a dashboard which shows fuel(red), speed(black) and health(green).

Also the dashboard has a compass attached with it.

- On the way there are fuels that could be used to refill the plane's tank, health ups to increase health.
- The game has volcanos at random position, flying over which will lead to game over.
- The game gets over when - plane is near a volcano(or above it), the fuel is over, the health becomes zero or you have achieved all the checkpoints.
- There are parachutes at random location, hitting them with missiles will earn you extra points.
- There are rings of smoke at random position, passing the plane through it will earn extra points.
- There is a red arrow just above the checkpoint and will guide you to the checkpoint.
- The shapes on compass represents the following:
 - 1) Large bright red dots - Checkpoints
 - 2) Orange dots - Volcanos
 - 3) blue dots - player

Controls

Increase speed	f
Decrease speed	s
Move forward	Up
Move upward	Space
Change view	V
To tilt plane(Yaw)	a/d
To rotate plane(Roll)	Left/right
To rotate plane up and down(Pitch)	z/c
Quit window	q
Left mouse click	Shoot missile
Right mouse click	Drop bomb