

JETPACK JOYRIDE

- DEVANSH GUPTA(20171100)

Welcome to the Jetpack joyride game created as a part of graphics assignment by me in opengl.

Instructions:-

- 1)Use 'LEFT' , 'RIGHT' to move left,right respectively. Use 'P' key to release baloon that extinguishes fire. Press 'q' or esc key to quit the game. Press space key for propulsion.
 - 2)Zoom in or zoom out using mouse scroll. Press 's' key to get back to original zoom.
 - 3)There are four enemies:
 - a)Fire line
 - b)Fire Beam
 - c)Boomerang
 - d)Dragon
 - 4)Number of lives remaining will be shown on top left corner and score on top right corner.
 - 5)Speed up will increase the speed of the game for 3 seconds and super coin will increase the score by 100.
 - 6)Once you enter semi-circular tunnel then no enemy can kill you and you follow its path.
 - 7)Magnet will attract the player towards it and will have its own magnetic field.
 - 8)All the features of the pdf and some additionaly features are implemented.
- CHEERS!!!