

Instructions

Contents of the Folder:

1. 2Dgame.cpp – sourcecode of the game.
2. Makefile – makefile used to compile the source code.
3. game – executable file of the game.

How to compile:

Run the command make in terminal.

How to run the game:

Run the command ./game on terminal.

Rules of the game:

- Basic aim of the game is to collect golden balls to increase your score.
- You have a total of 8 lives (balls) to complete the game.
- The obstacles are in the form of boxes and circles which stop the cannon ball from reaching the coins.

Controls:

The user can play either by mouse or keyboard.

Keyboard Controls

KEY	ACTION
r	Reload
a	Tilt the cannon up
b	Tilt the cannon down
f	Increase the speed
s	Decrease the speed
space	Release the Ball
esc or q	Quit
up arrow	Zoom in
down arrow	Zoom out
left arrow	Pan left
right arrow	Pan right

Mouse Controls

- The position where the user clicks is used to decide the direction and speed of the shot.
- Scroll up to Zoom in.
- Scroll down to Zoom out.
- Press Left Mouse Button to fire the ball from the cannon.
- Press the Right Mouse Button and then move the mouse in the direction(left/right) you want to Pan.

Additional Features:

- Red blocks are immovable blocks.
- Red balls act as movable obstacles i.e when hit, they start to move.
- Pink blocks are removable blocks i.e. if you touch them once, they'll disappear.
- Golden balls are the scoring objects of the game which can be collected by the player.