Instructions

Contents of the Folder:

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

How to compile:
Run the command make on terminal.

How to run the game:
Run the command ./game on terminal.

Rules of the game:
- Basic aim of the game is to reach the other end of the grid and collect the red flag.
- You have a total of 8 lives to complete the game.
- You can collect yellow boxes to increase your score.
- Black boxes act like mines and will kill you.
- If the player falls down then the player will die and respawn at the starting place.
- Maroon blocks are moving blocks and keep on moving up and down.

Camera Views:

1. Tower View
2. Helicopter Cam
3. Top View
4. Side View
5. Follow Cam
6. Adventurer View

Controls:

Keyboard Controls:

Key	Action
arrow keys	move
spacebar	jump
w	zoom in
s	zoom out
a	rotate camera left
d	rotate camera right
esc or q	quit

Mouse Controls:
- Scroll to Zoom in and Zoom out.
- Press the Left Mouse Button and then drag to rotate the camera.