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To compile the code simply type 'make' on terminal in the GLFW folder and it will make a executable named Sample2D, which can then be executed by typing ./Sample2D smash.mp3

ABOUT THE GAME:

--> The Player has 3 lives to play the game, which are displayed on top left corner of screen as diamonds. The game ends after the player uses all three lives.
--> SOUND is played when laser gets out of the canon.
--> SCORE Is Displayed on top right corner using 7 Segment Display.
--> LEVEL UP after a score of multiple of 100 (speed of bricks increases)
--> Shooting the Star with the laser will fetch an extra 50 points.

CONTROLS:

* CANON -> TILT-UP = A (or click on the desired location on the screen)
-> TILT-DOWN = D (or click on the desired location on the screen)
-> MOVE-UP = S (or Click and Drag)
-> MOVE->DOWN = F (or Click and Drag)

* SPEED -> UP = M
-> DOWN = N
(within the permissible limits)

* BASKETS -> BASKET1 LEFT = CNTRL + LEFT (or Click and Drag)
-> BASKET1 RIGHT = CNTRL + RIGHT (or Click and Drag)
-> BASKET2 LEFT =ALT + LEFT (or Click and Drag)
-> BASKET2 RIGHT = ALT + RIGHT (or Click and Drag)

* SHOOT LASER -> SPACE

* ZOOM -> UP/DOWN ARROW KEYS (or Scroll Up/Down)

* PANNING -> LEFT/RIGHT ARROW KEYS (Or Right Click and Drag within the permissible limits of screen)

SCORE:

(Always Positive)

* SHOOT: -> Black = Life-1
-> Star = +50
-> Any other = +20

* COLLECT: -> Black = Life-1
-> Red = By Red Basket +10
= By Blue Basket -1
-> Blue = By Blue Basket +10
= By Red Basket -1