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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.

### **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)

### **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  
-> 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