

Help for the Game

Compiling and running the game

1. Run the Makefile to get the executable.
2. Run the Executable 'mygame' to run the game

2. Instructions

1. The goal of the game is to capture the golden rectangle which is worth 100.
2. There are also coins. Collecting them gives you 5 points
3. Each level only has certain number of balls, after the balls are completed your game is over.
4. If you complete a level, you will get extra points for the balls which remained unused
5. At present there are only 8 levels. After completion of 8 levels you will stay at 8th level.

3. Controls

1. Keyboard

1. Use U and D keys to move the canon up and down.
2. W and S keys increase and decrease power.
3. Space bar is used to shoot
4. You can zoom in and zoom out with up and down arrow keys.
5. You can pan left and right with left and right arrow keys.

2. Mouse

1. Your click releases the ball. Velocity and direction will be given based on position on the screen where you release your click.
2. You can click and drag to adjust power and angle of your shot.
3. You can zoom in/out by scrolling.

4. General

1. Zooming and Panning are only till some extent.
2. You can see the power of your shot on power indicator on right.