

Roll number: 20171159

Graphics Assignment 1 - **Mario Goes On A Joyride**

To Run:

1. Extract the folder
2. Go into the build directory
3. Run cmake on the cmakeLists.txt in the parent directory
4. make all
5. ./<executable>

Welcome to a Jetpack Joyride inspired game, except the player has movement across the XY plane and faces opponents ranging from angry boomerangs to vicious dragons. Collect coins and power ups along the way until you reach the final level where you battle it out against Viserion.