

Graphics Assignment 1

Roll Number - 20171064

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This is a simulation of the game: Jetpack Joyride.

Controls:

Space - Use it throw water balloons to extinguish fire.

Up - Use it for your jetpack.

Right - To move right.

Left - To move left.

Mouse Scroll - To zoom in and zoom out the game.

Obstacles:

1. Fire Lines - Fixed lines of fire that can lose you a life if you touch them, these can be extinguished by water balloons.

2. Fire Beam - Moving lines that move in Y-axis, their size vary with time. These can also be extinguished by water balloons.

3. Boomerangs - These are rotating objects that can appear any time in the game and lose you a life.

4. Viserion - The dragon that throws ice balls which lose you a life. If you survive Viserion you win the game.

Extra:

1. Coins - Collect these to increase your score.

2. Boost powerup - This powerup can boost you some distance and thus increase your final score.

3. Coin powerup - This powerup can give you 10 extra coin score.

4. Magnets - These can deflect your path because of their magnetic force. Be careful of them.

5. Circular Ring - You can protect yourself from the enemies by entering this ring.

Game

You have 15 lives, 2 levels and a Dragon to face. What do you do?