

Graphics Assignment 1

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This game is a copy of Jetpack Joyride.

Controls:

- 1.Right Arrow: Move forward
- 2.Left Arrow: Move backward
- 3.Space Key: Jump
- 4.Key 'b': balloon to extinguish fire

Coin:

- 1.Coin of Yellow Colour (Score increases by 1)
- 2.Coin of Red Colour (Score increases by 2)

Enemies:

1. Enemy 1 (Fire Line): Randomly aligned from X-axis. Fire line can be extinguish by a water balloon. If player comes in contact with Enemy 1 then its health is reduced.
2. Enemy 2 (Fire Beams): This consist of 3 Fire lines. The first one alive for first 2 seconds, second one for next 2 seconds, third one for another next 2 seconds. These can be extinguish by water balloons. If player comes in contact with Enemy 2 then its health is reduced.
3. Enemy 3 (Boomerang): It moves in Flattened C direction starting from right most corner of the screen. If player comes in contact with boomerang then its health is reduced.

MoreCoins:

A Special flying object, if player collides with this object than his score will increases by 10 points.

Ballon:

It gives the no of balloons with the player

Circular Ring:

If a Player sits at the edge of the Circular Ring then Player will be shielded and will move in that circular ring.

Magnet:

Magnet will attract the player.