

## Graphics Assignment 1

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To run the game follow the given steps.

- 1) In the project folder mkdir build.
- 2) cd build
- 3) cmake ..
- 4) make and Run the executable

The following game is a clone of Jetpack Joyride and is built using native opengl and c++

The following requirements have been completed:

- 1) A better looking player
- 2) Basic Physics (gravity and acceleration)
- 3) Better background, stage and platform along with score
- 4) Coins of different colours and points according to them
- 5) Randomly magnets appear and disappear causing acceleration towards them.
- 6) Special Flying Objects (3 Kinds) with different powerups and moving in a projectile manner.
- 7) Circular ring appears randomly and player once inside follows semicircular path and is protected.
- 8) Five kinds of enemies viz fire lines, beams, boomerangs, dragon, rockets.
- 9) Throwing water balloons through b key, upward motion through space bar, left and right from arrow keys respectively.
- 10) Panning and Zooming

BONUS::

- 1) Better player representation, stage representation and platform.
- 2) Special powerup of swords which provides a shield.
- 3) Dragon enemy with enhanced look and ability to throw ice balls and following the motion of player.
- 4) Rockets as enemies
- 5) Sounds in game.