

Graphics Assignment 3

Tunnel hit like game made in WebGL. More details in the statement [PDF](#).

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1. How to run the game

First compile:

```
install WebGL supporting web browser like firefox.  
open index.html in it.
```

2. Controls :

- The user can play by keyboard.

Keyboard Controls

KEY	ACTION
Up arrow and space bar	Jump
Down arrow	Nothing
Left arrow and a	Rotate left
Right arrow and b	Rotate right
P	Pause
B	Greyscale
Q	Exitt

3. Scoring

- Depends on the distance travelled.

4. Rules

- You have a total of lives to compete in the game.
- You move on to the next level after scoring multiple of 75 points.
- The first obstacle moves 2nd level onwards and second obstacle around 5th level.
- Hitting the obstacles makes you lose life.
- We can use use jump feature to escape 2nd obstacle around middle peices.

5. Additional Features

- The game has background audio implemented using threading.
- Score, Life and Level integrated + Displayed on canvas.
- Speed increases with levels.
- Gameover splash screen.
- Game can be paused.
- Lighting, flash and texures are implemented.

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Music Credits: Hans Zimmer (www.hans-zimmer.com/)