

Icecream World:

About: "Icecream World" is a game similar to angry birds where the player aims to project the icecream "scoop" into the "target cone".

Rules:

- The game scene is divided into two broad sections, namely a warmer region(the one that appears yello-orange and present in the upper part of the scene) and a colder region (the region below the warmer region). As soon as teh icecream scoop reaches into teh warmer region, the icecream starts melting (due to warmth) and thus gets reduced in its size.
- The scoring is based upon the "size" of the scoop reaching to the target cone.
- Basic laws of physics including gravity, air friction, ground friction, collision are folowed as per the valid scenario.
- Various obstacles might be present in the path of the scoop example "ball", "table", etc.
- Collision with objects may be elastic or inelastic based upon the obstacles physical properties. Moreover some objects are movable ("ball" in this game) whereas some are static ("table" and "upper walls" restricting the game screen height).
- A player is given 3 lives (trials).
- The ball disappears in case it moves beyond the game screen width.

Controls:

1. Left- Right keys will let the player "pan" the game scene int he respective directions.
2. Up-Down keys let the player "zoom-in" and "out" the game screen respectively.
3. Keys "a" and "c" increase and decrease the angle of projection of the icecream scoop on to the target.
4. Keys "l" and "r" control the movement of the "icecream van" (over which the scoop is placed) towards left and right directions respectively.
5. Keys "f" and "s" control the initial velocity of projection of the scoop.
6. "Spacebar" key enables the player to trigger the scoop towards desired direction.