

Assignment 2 Graphics

Made by Pragun Saxena

20171127

About the game :

The game is an arcade game (inspired by fighter jet) where the player controls the plane and perform tilt,yaw and pitch while collecting bonus scores. The player should also dodge the obstacles/enemies as they have penalties and take fuelups in between.

Objective of the game is to maximize score.difficulty of the game will increase with time.

Objects:

1. Plane : with limited fuel.
2. fuelups
3. volcano
4. rings
5. canon
6. Parachute enemies
7. checkpoints

BONUS OBJECTS :

- 8.sounds added
9. Perfect collision
- 10.missile and bomb of plane
11. A cursor target to specify where to fire missile

Physics Implemented :

1. Gravity influenced movement of objects.
- 2.plane motion simulation
3. Projectile nature of objects.
4. Magnet affects player's path of motion.

Controls :

1. Airplane will rise upwards(in hovering manner) with SPACEBAR. Use 'V' to come down
2. Use W to increase the speed of the airplane in forward direction. Buttons A and D will be used to tilt the airplane in left and right directions respectively.
3. Buttons Q and E will be used to rotate the plane counterclockwise and clockwise respectively.
4. MOUSE BUTTON 1(left click) will be used to release missile whereas MOUSE BUTTON 2(right click) will be used to drop the bombs.
5. Mouse cursor will point.