

Assignment – 2 Part 2

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Up – moving up

Down – moving down

Left – moving left

Right – moving right

Space + any of the above keys results in jumping in that direction.

N – restart game/new game

T – tower view

U – Top view

A – Adventure View

B – Follow cam view

F – Increases Speed

S – Decreases Speed

Mouse scroll – zoom in, zoom out

Helicopter cam – click and drag wherever desired.

Player has 10 lives for each level.

There are 6 levels.

Each level has 100 points.

E – Exit Game.

Textures and Fonts are there, so FreeType2, ftgl3, and so on libraries are required to run the code.