

JETPLANE-SIMULATOR-GAME

DEVELOPER

PURU GUPTA

RUNNING THE GAME

- To build the game enter these command:
 - mkdir output
 - cd output
 - cmake ..
 - make all
- To run the game enter these command in the output/ directory:
 - run ./graphics_asgn1 in build directory

RULES

- Your health and fuel is your lifeline.
- Your game is over if:-
 - your health or fuel reaches zero
 - you crash into the water
 - you crash into the super volcanoes
- Random checkpoints are generated throughout the game denoted by a shiny red arrow, you have to kill the enemy cannon at the checkpoint to mark it.
- You can use missiles and bombs to kill enemy cannons.
- The enemy cannons follow your movement and fires missiles at you in a certain range, avoid them or lose health and score.
- Some smoke rings appear in the sky, pass through them for extra score.
- A powerup in the form of a
 - Fuel Barrel, if taken gives extra fuel.
 - Health Refill, if taken gives extra health.
- You can also kill enemy parachutes for extra score using missiles only.
- There is a dashboard to aid you in the game with:-
 - Compass
 - SpeedoMeter
 - AltiMeter
 - HealthMeter
 - FueloMeter
 - Map
 - Segment Score Display
- Sounds are added to make it more fun.
- To win the game, mark all the checkpoints clear.

CAMERA VIEWS

- Plane View
- Top View
- Tower View
- Follow-Cam View
- Helicopter View

POINT SCHEME

- Fuel Barrel -> 10
- Health Refill -> 10
- Passing through Ring -> 10
- Parachute -> 30
- Marking a Checkpoint -> 20
- Hit a Cannon -> 50
- Got hit by a cannon ball -> -10

CONTROLS:

Moves	Keyboard input
Move Left	Left Arrow Key
Move Right	Right Arrow key
Nose Up	Up Arrow Key
Nose Down	Down Arrow Key
Move Forward	W Key
Move Backward	S Key
Tilt Right	D Key
Tilt Left	A Key
Ascent	G Key
Descent	H Key
Missile	M Key/Left Mouse Button
Bomb	B Key/Right Mouse Button
Zoom In/Out	Mouse Scroll
Control Camera(Heli)	Mouse Drag

GOOD LUCK