

JETPACK-JOYRIDER-GAME

DEVELOPER

PURU GUPTA

Running the game

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

Rules

- Your score is your lifeline.
- Your game is over if your score gets negative in front of the final dragon.
- You can use water balloons to kill enemies (fire rays, beams and dragons).
- There appears a green ring randomly and if you enter it , the player moves along the ring and is meanwhile protected from all enemies.
- Magnet appears randomly and pulls the player towards itself along the x-axis.
- A powerup in the form of a
 - Diamond, if taken gives bonus score.
 - Arrow, if taken gives extra velocity along x-axis for 5 seconds.
- Shield can be used to protect yourself from the enemies
 - for 10 seconds by destroying them.
 - takes 20 seconds to regenerate

Point Scheme

- Coin -> 5
- Diamond PowerUp -> 50
- Destroying Fire Enemies and Boomerang -> 10
- Touching Fire Enemies -> -10
- Touching Boomerang -> -20
- Touching Dragon Bullets -> -50

Controls:

Moves	Keyboard input
Move left	<- key
Move right	-> key
Jetpack	Spacebar
Throw Balloons	B Key
Shield	S Key
Quit	Esc

GOOD LUCK