

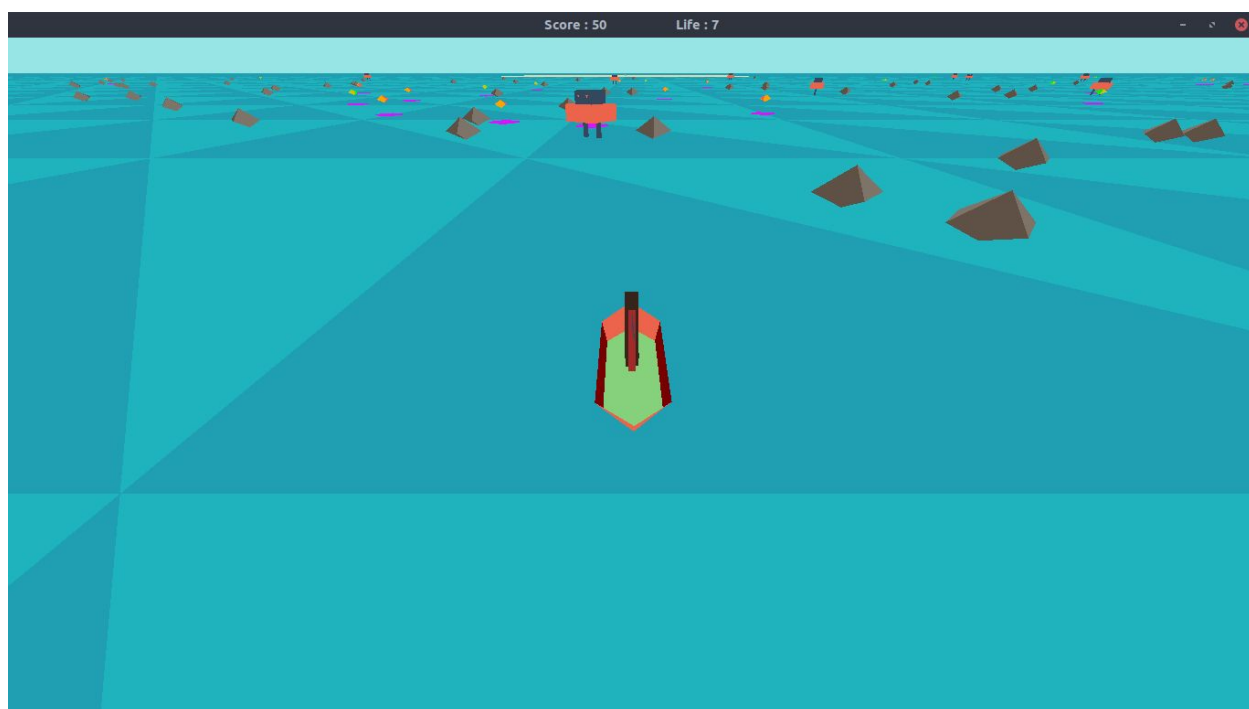
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# ZELDA

Graphics Assignment 2



# RULES

You will get points by killing monsters, rocks and boss monsters using fireball.

Collision of boat with rock, monster, boss monster decreases the health.

## How to run

1. Make sure you are in the directory ZELDA
2. Run the command `mkdir build`
3. Run the command `cd build`
4. Run the command `cmake ..`
5. Run the command `make`
6. Run the command `./graphics_asgn1l`

## CONTROLS

To move the boat in the direction of boat :UP ARROW KEY

To move the boat in the opposite direction of boat :DOWN ARROW KEY

To rotate the boat to left: LEFT ARROW KEY

To rotate the boat to right: RIGHT ARROW KEY

To rotate the canon to left: A

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To rotate the canon to right:D

To flip between different views: V

To fire the fireball : F

To zoom in/zoom out : mouse movement in Y direction

To move camera in horizontal direction : mouse in x direction

To move camera angle in vertical direction : Drag in y direction

