

Additional controls:

Key G: toggle auto pan & zoom.(on when game starts.)

Disables pan using arrow keys and provides automatic pan according to player position and speed.

Bonus completed:

1. Infinite world.
2. Displaying score.
3. Automatic pan & zoom.(v4.0)

Rules:

1. Destroying 1 ball will award one point.
2. Touching the porcupine will kill you and restart the game.
3. Jumping power is reduced in water.

Level Ups:

Level 1: Balls, Trampoline, Water	(score > 0)
Level 2: Inclined slopes on flying balls	(score > 10)
Level 3: Moving Porcupines	(score > 20)
Level 4: Magnets	(score > 30)

Compiling:

1. The boilerplate code at <https://github.com/meghprkh/graphics-boilerplate> was modified.
 2. Steps:
 1. cd graphics-boilerplate/build/
 2. cmake ..
 3. make
- ** If compiled on mac, then you might have to modify the file "link.txt" located at "graphics-boilerplate/CMakeFiles/graphics_assign1.dir/" after step 2.
Change "-lGL" to "-framework OpenGL".

Executing:

The executable will be located at the "graphics-boilerplate/build/" folder with the name "graphics_asgn1".

Controls:

A	: move left
D	: move right
Space	: jump
left arrow	: pan left
right arrow	: pan right
up arrow	: pan up
down arrow	: pan down
Scroll up	: zoom in
Scroll down	: zoom out
G	: toggle automatic pan & zoom (Highly recommended) (disables manual pan & zoom)

Files :

(source files)

1. main	(.h .cpp)	inputs and applicable actions. keeps scores and levels
2. engine	(.h .cpp)	physics of the world, collisions and resultant velocity
3. background	(.h .cpp)	draws the background
4. magnet	(.h .cpp)	draws magnet
5. porcupine	(.h .cpp)	draws porcupine
6. numbers	(.h .cpp)	draws numbers
7. bar	(.h .cpp)	draws bars
8. timer	(.h .cpp)	keeps time
9. input	(.h .cpp)	input functions