

Help:

All the controls have been implemented in the same manner as asked in the instruction sheet (Assignment).

a/b: increase/decrease angle

f/s: increase/decrease speed

space: shoot

up/down: zoom in, out

left, right: pan left, pan right

similarly all of the above for mouse

pos of click to decide rotation, speed

scroll for zoom in, out

pan left, right with right mouse drag

Star fish are the obstacles, piggies are the scoring targets, statues are the magical features which generate random bonus points, along with movable and immovable blocks and rods.

On the menu screen click on play button to play :)