

# **Graphics Assignment 3**

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## **Subway Surfers**

- There is a player and a police officer with head and legs.
- The course has 3 lanes.
- There are 4 types of boosts – Fly boost, 2 X multiplier, Jumping boots, Coin Magnet.
- There are 2 obstacles of type 1 and 3 obstacles of type 2.
- Shader tasks have been implemented.

## **Bonus**

- Textures and lighting have been used.
- Extra boosts have been created.
- Extra obstacles have been created.
- There is a dog which always follows the player.

## **Controls**

- Up for jump, right, left for corresponding moves, down key for duck
- T for grayscale, Y for colored.