Introduction

2D game with keyboard and mouse controllers. This would be a 2D laser shooting game , where you fire laser beams from a canon on the left to targets that are ran- domly dropping from the top of screen. There should be some mirrors placed in the path where laser rays can be Laser Canon Mirror reflected.

Compilation

1)make clean 2)make 3)./sample2D

How to play

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To start the game do ./sample2D
after that welcome screen will be there. do Y to start the game.
After that bricks with green,red or black start droping in random directions.
Do R to pause.
move either with mouse by selecting cannon and baskets.
Try to shoot black bricks with cannon and earn points.
Collect Similar color bricks in correspoding baskets.
After each 500 score Stage with be increased.
after 5 stages u will win the game.
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Rules

1)Basket with different colors:-10
2)Baskets with same colors:50
3)Baskets with black color:-20
4)Laser with black:5
5)Laser with red:-5
6)Laser with green: -5
Life Available:5
Life reduced by 1 in above cases excep 2 and 4.
4 mirrors available for reflection at 45,60,120,150 degree

Sound

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Sound available:breakout.mp3 played during games
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Controls

There should be two sets of controls, one using the key- board, and one using the mouse. 6 You should be able to tilt the canon upward and down- ward using the keys (a and d) and move it up and down using the keys (s and f). Use the keys (n and m) to in- crease or decrease the speed of

bricks falling (within the permissible limits). Left and right movement of baskets can be controlled with Ctr+left and Ctr+right (for the red basket) and Alt+left and Alt+right (for the blue basket). The left/right arrow keys should be used to pan the scene and the up/down keys to zoom in and out respectively. One should be able to shoot with the space bar. One should also have mouse controls to achieve the above. You should also be able to select any movable object by clicking on or near it (highlight the selected ob- ject). Then you can move baskets left or right and canon up and down by dragging. Use the position where you click to decide the direction of the shot. Use the mouse scroll wheel to zoom in and out. Use the right mouse but- ton to pan left/right when you click and drag.