

About the game :

The game is an arcade game (inspired by Jetpack Joyride) where the player controls the object and move it up, forward and backward while collecting coins. The player should also dodge the obstacles/enemies as they have penalties. Objective of the game is to maximize score by collecting coins.

Objects:

1. Player : The main character of the game, who can navigate through the world and has 15 lives initially.
2. Wall
3. Platform
4. Coins : 2 types of coins (yellow:2 points and red:1 point)
5. Magnet
6. Special Flying Objects / Powerups : 2 types of powerups - Sword for invincibility for 5 seconds, Heart for an extra life.
7. Circular Ring / Tunnel : A semicircular tunnel/ring in which the player can get into and will be protected from all the enemies.
8. Enemies : a. Fire Lines : Inclined at any angle to the horizontal. b. Fire Beams : A parallel horizontal fire beam which moves vertically up and down. c. Boomerang : A flying object which is spawned near the player and moves in elliptical/flattened-C path. d. Viserion-The Dragon(:-P)(BONUS ENEMY) : The unbeatable enemy! Throws deadly ice balls which can break the player's shield and consume his points. e. Firebeamconfusion: A parallel horizontal fire beam which moves with player.
9. Water Balloons : To extinguish fire beams and fire lines.

BONUS :

1. Special Speed Powerup : A bolt like object comes flying which when collected will increase player's movement speed.
2. Steam : Steam is generated when a water balloon destroys a firebeam or fireline.
3. JetFire : The player leaves the JetFire trail when it uses the jetpack to fly upwards!
4. Seven Segment Display Objects : Used to display - SCORE, LIVES.
5. Animation for invincibility mode.
6. A cooldown bar for showing availability of water balloon.
7. Background color changes according to time showing level of player.

Physics Implemented :

1. Gravity influenced movement of Powerups.
2. Elliptical/flattened-C movement of the boomerang.
3. Projectile nature of objects.
4. Magnet affects player's path of motion.

Controls :

- Left arrow : Move Left
- Right arrow : Move Right
- SPACE / Up arrow : Move Up
- B : Throw water balloons
- Mouse scroll-wheel : Zooming