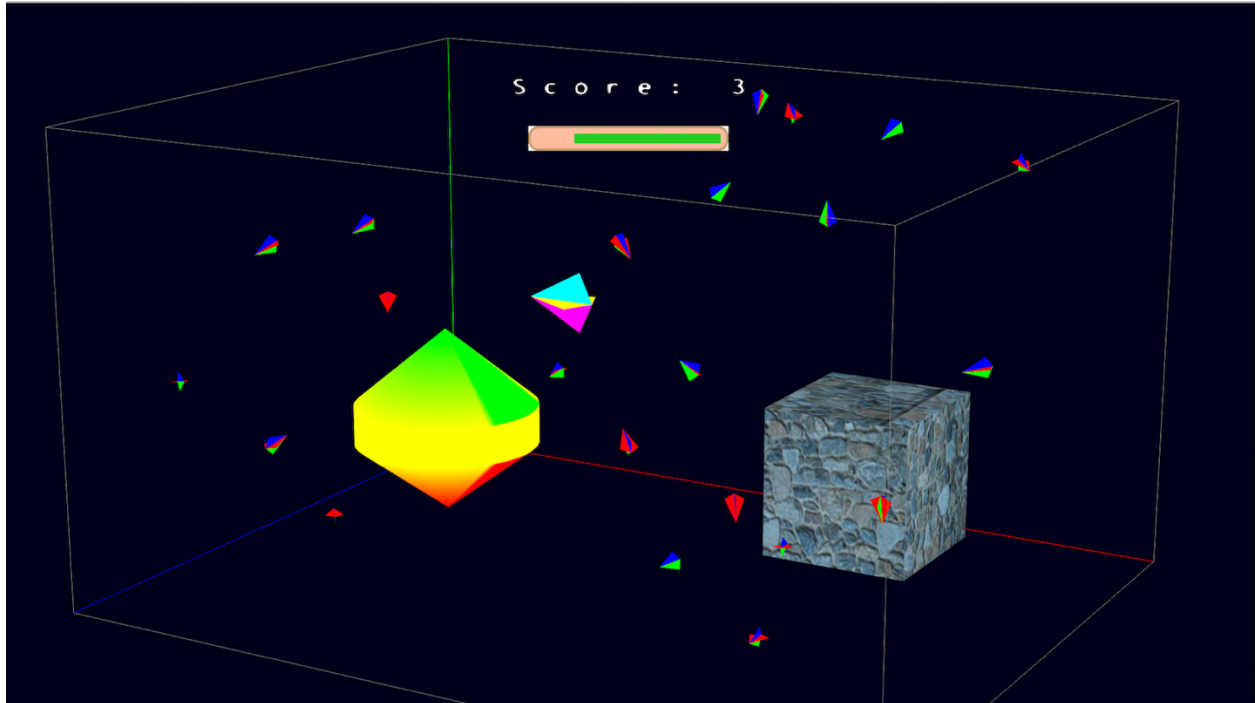


Game-play:

- It is a chase and run game. User controls the predator by keyboard inputs and attempts to eat the flocker. User can move in all X, Y and Z directions. (4 arrow keys for 4 directions and 'G' and 'H' key for front and back direction respectively i.e. Z axis)
- There's a life bar for the predator which decreases continuously with time.
- If the predator eats a flocker the score will increase along with the predator's life.
- The game is over when life-bar becomes 0.



Game characteristics:

- The view of the environment is isometric.
- The outer 3D box can be rotated in all the 3 directions (X, Y, Z) using the keys 'A', 'D', 'W' and 'S'
- The outer 3D box can be zoomed in and out using the keys 'Z' and 'C' and reset to original position using 'X' key.
- Pressing the 'P' keys activates the physics mode (bullet physics library is used for the purpose)
- Both cube shaped rock and cone shaped object act as obstacles in the physics mode
- Billboards is implemented as a life bar for predator.
- A scoreboard is used to count the number of flocks eaten by the predator.