

JETPACK JOYRIDE

A simplified version of the game available on google play store.

This is a second game I made. It just a basic implementation of the game.

Only basic libraries are used . No curses library are used.

BASIC ELEMENTS OF THE GAME :-

1.Main character

Just made using some shape . He has three lives ,can use shield & has jetpack.

2.Firebeam

Three types of beams are in the game vertical,horizontal and slant. If the character touches them he will lose one life .If shield is on he can just pass through the firebeam without losing a life.

3.Magnet

There is one magnet in the game . It affects the motion of the character.

4.Bullet

The main character can fire a bullet . The bullet can remove all the obstacles from the game.

5.Dragon (BOSS)

Dragon shoots at some given interval . He has a max life of 100.Each bullet can take 2 out of his life.

6.Ice / Fire shot

Dragon shoots at some regular interval . Each shot can take character life .

7.Coins

Randomly placed around the screen.Each coin can contribute 5 to the score.

8.Gravity

Not exact gravity is implemented.
A function which simulates gravity is implemented.

9.Colorama library

Providing a good look to the game.

CONCEPTS USED IN THE GAME :-

OOPs :-

Everything is implemented using class and object to make code as modular as possible .

1.Inheritance

Child class inherit everything from its superclass .

Eg - Obstacle is the parent class.

Firebeam and Powerup are child classes of obstacle.

2.Polymorphism

Eg :-

Removeobstacle is in parent class which is overwritten in the child class.

BASIC MOVEMENT :-

- 1.W To move up
- 2.D To move right
- 3.A To move left
- 4.SPACE To activate shield
- 5.F To fire bullet
- 6.Q To quit the game