

Computer Graphics Laboratory
Final Project

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2D Car Clash Game

Objective:

This is a simple OpenGL 2D game. It is basically a common car clash game which we all have played in our childhood. Firstly, the front page or menu has two options where you can choose to play the game or you do not then the screen will disappear. The goal of this game is to keep your car safe without clashing with any other car. Once user hits their car with another then the game will be over for the collision. Lastly, it will show how many points the user got on the screen.

Score Card:

The score is basically time based. It depends on how many seconds you can survive without clashing any car. The user will get points based on their survival time.

Like if they survive for 5 seconds then their score will show 5.

Keyboard Control:

Space	To start the game
End	To remove the screen
Left	To move the car to left
Right	To move the car to right