

# RULES OF THE GAME

## --->Key Controls:-

- 1.'A':- tilt-right
- 2.'D':- tilt-left
- 3.'SPACE':- Up
- 4.'Down arrow key':- down
5. 'F':- Front
- 6.'S':- rotate-right
- 7.'E':- rotate-left
- 8.'P':- plane-view
- 9.'T':- Top-view
- 10.'W':- Tower-view
- 11.default:- Follow-cam view
- 12.If you right click,we can release a bomb.
- 13.'M':- Missile
- 14.'V':- to release a parachute which moves downwards.

## --->Dashboard:-

- 1.The first one represents the altitude.The height of the rectangle increases if the plane goes up and the height of the rectangle decreases if the plane goes down.

2.The second one represents the speedometer.The straight line represents zero speed and the tilted line represents certain non-zero speed.

3.The third one represents the fuel.The height of the rectangle goes down as long as the plane moves.

--->Enemies:-

1.There is a enemy cannon near every checkpoint.

2.There are two enemy flying parachutes.

---->Fuel ups:-

1.There is a fuel-up if the plane passes through smoky-rings.I have considered fuel-ups equivalent to bonus points.

2.There is a fuel-up at every checkpoint.

--->Arrow:-

1.It gets updated to the next checkpoint if it crosses the current checkpoint.

---->Quit:-

1.The game will end if there is zero fuel,zero altitude or if it is near the volcanoes.

--->score:-

1.The score gets increased by 100 if the plane kills parachutes.

2.The score gets increased by 500 if the

plane passes through smoke rings.