

# SUBWAY SURF

## Controls:-

Right arrow key to move right.

Left arrow key to move left.

Spacebar to jump up

R for ducking under the obstacles.

G for grey scale

If the player gets the shoes then his jumping height increases for certain distance if we hit the spacebar.

If the player gets the flying jacket then his y coordinate increases for certain distance. After certain distance he comes down.

There is one shoe.

There are two flying jackets.

Score increases by 10 for every coin.

Type1 obstacle:-Train

On hitting Type1 obstacle the player is dead

Type2 obstacle:-other one with lollipop colour

On hitting Type2 obstacle the player becomes dead if he hits the obstacle twice in succession i.e for 20 seconds.

After  $z=450$  the player becomes safe and the game is stopped and a successful message is displayed.

If the game is stopped in between due to hitting to obstacles then a unsuccessful message is displayed.