Major Project:
The BAT Escape!

To run:

Run make file followed by ./game

Controls:

a/x : rotate anticlockwise/ clockwise
left/right arrow – go left/right
up/down arrow – go up/down

Aim:

Move the batwing preventing any collision with buildings and escape the missiles by making them collide with the buildings within given time. The aim is to escape from all three missiles by making them collide with the buildings within given time otherwise you lose.

Concept:

The game has been inspired from the movie 'The dark night rises!'.

Credits:

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Developed and Tested on linux with gcc version 4.6.3