# EXTREME Bush Pilot

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# The Concept

- The ultimate goal of this program was to create a game in which the user dodges around incoming missiles by controlling an aircraft.
- The missiles only move in a static direction, but because the view is perspective, they can seem to change direction as they come closer to the area being viewed.
- The number of incoming missiles at any time would increase as the game continued, adding to the challenge.

# The Goals

- Semi-realistic flying aircraft
- z-transforming missiles
- Collision detection between aircraft and missiles
- Explosion animation upon collision.
- Implementation of particles allowing for the missiles to emit smoke as they fly.

# The Controls

- The user controls the aircraft in the following ways:
    - a/d keys rotate the aircraft left and right, respectively.
    - w/s keys tilt the aircraft up and down.
- The aircraft moves relative to the aircraft's tilt and rotation.
    - ex. if the aircraft is rotated 45 degrees and the user tilts the aircraft up, the aircraft will fly up and to the right.

# The Reality

- The most difficult part of this project was getting the aircraft to fly in at least a reasonable fashion. I had underestimated the magnitude of this task, leading to the detriment much of the rest of the project.
- I have not yet had the opportunity to implement the action part of the game, that is, the missiles.

Now, the demo...