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#include<GL/glut.h>
int a=2,b=0,ww=600,wh=600,movd;
void polygon()
{
    glColor3f(1.0,0.0,0.0);//red polygon
    glBegin(GL_POLYGON);
    glVertex2f(a-45,b);
    glVertex2f(a-15,b);
    glVertex2f(a-15,b+30);
    glVertex2f(a-45,b+30);
    glEnd();
}
void drawRoad()
{
    glBegin(GL_QUADS);
    glColor3f(0.5,0.5,0.5);
    glVertex2f(-60, -600);
    glVertex2f(60, -600);
    glVertex2f(60, 600);
    glVertex2f(-60, 600);
    glEnd();
}
void drawDivider()//white patch drawn in middle of road
{
    glLoadIdentity();
    glTranslatef(0, movd, 0);
    for(int i = -600; i <= 600; i++)
    {
        glColor3f(1, 1, 1);
        glBegin(GL_QUADS);
            glVertex2f(-8, 10 * 15 * i + 20);
            glVertex2f(-8, 10 * 15 * i - 20);
            glVertex2f(8, 10 * 15 * i - 20);
            glVertex2f(8, 10 * 15 * i + 20);
        glEnd();
    }
    glLoadIdentity();
}
void display()
{
    glClearColor(0.0,1.0,0.3,1.0);
    glClear(GL_COLOR_BUFFER_BIT);
    drawRoad();    //for road
    drawDivider(); //for divider
    polygon();      //for object
    glutSwapBuffers();
}
void keyboard(unsigned char button, int x, int y)
{
    if(button==GLUT_KEY_LEFT)
        a=2;
    if(button==GLUT_KEY_RIGHT)
        a=60;
    if(button==GLUT_KEY_DOWN)
        movd=movd+20;
    if(button==GLUT_KEY_UP)
        movd=movd-20;
```

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        glutPostRedisplay();
    }
    void reshape (int w, int h)
    {
        glViewport(0, 0, (GLsizei) w, (GLsizei) h);
        glMatrixMode (GL_PROJECTION);
        glLoadIdentity ();
        gluOrtho2D(-ww,ww,-wh,wh);
        glMatrixMode(GL_MODELVIEW);
        glLoadIdentity();
    }
    int main(int argc, char **argv)
    {
        glutInit(&argc, argv);
        glutInitDisplayMode(GLUT_DEPTH|GLUT_RGB|GLUT_DOUBLE);
        glutInitWindowSize(ww,wh);
        glutInitWindowPosition(100,100);
        glutCreateWindow("Walk Game");
        glutSpecialFunc(keyboard);
        glutDisplayFunc(display);
        glutReshapeFunc(reshape);
        glutMainLoop();
    }
```

Output Screen

