

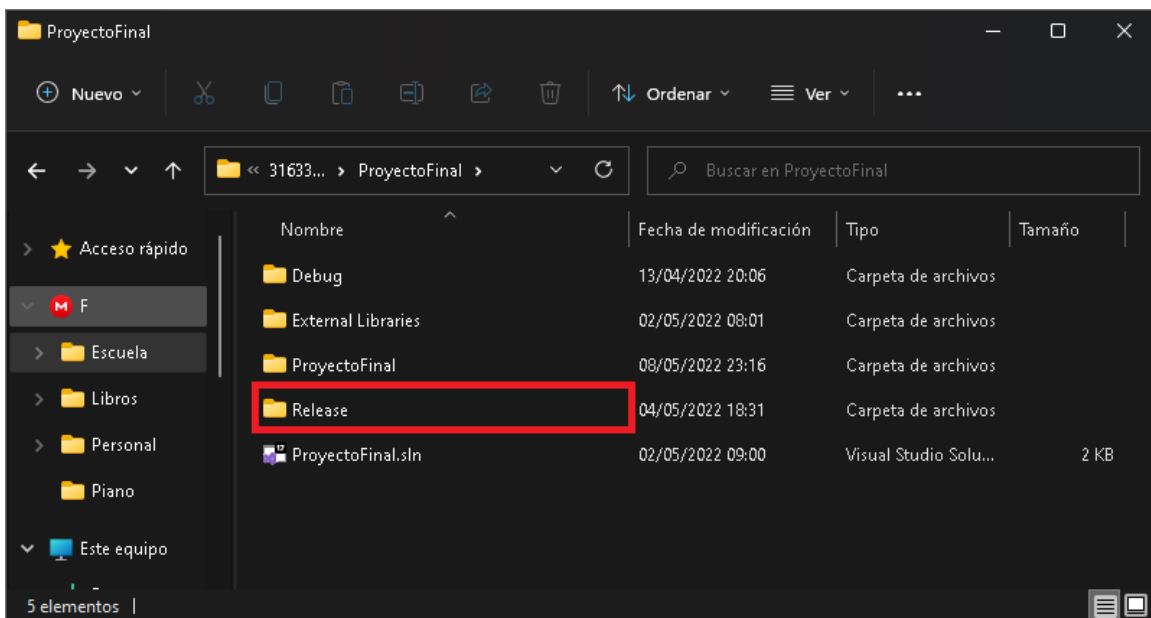
Manual de usuario

The project will be available for download via the github repository at the following link:

https://github.com/Alejandro11/316332046_Proyecto_GPO04

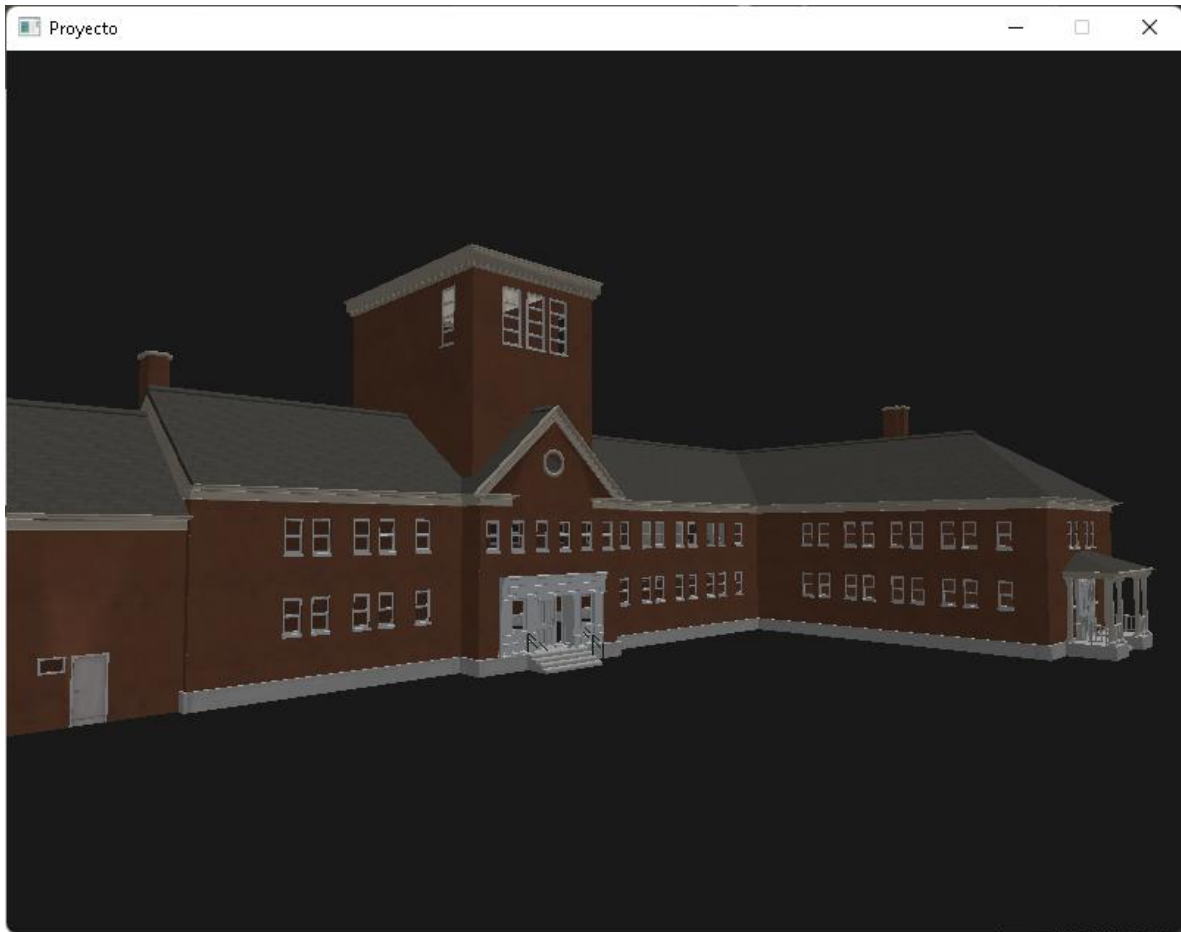
You can download the complete project which will contain the source code files, the models, the busy libraries, as well as any other files you need to be able to edit and compile the project without problems.

On the other hand, if you are not interested in editing the code and just want to run the program, you only need to start the program by double clicking on ProyectoFinal.exe located in the Release folder. In this folder you have all the necessary files to run the program without any problem and you can even change the location of the folder without problems, however, it is recommended to avoid deleting any file from the folder because it could cause a failure when running the program.



The program can be run without problems in the Windows operating system without the need to have Visual Studio installed, but it is required if you want to modify the project because it was developed in Visual Studio.

Once the stage is fully loaded, you will be able to move through it to see all the elements it contains, as well as start or stop the animations described above at any time.



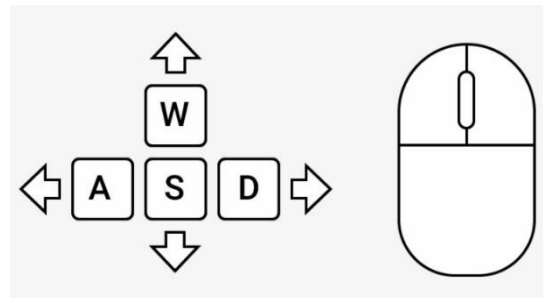
Only eight keys are used to move around the stage:

w/up arrow key: Forward movement

s/down arrow key: Backward motion

a/left arrow key: Movement to the left

d/right arrow key: Movement to the right



Continuing, we have the use of the synthetic camera and to be able to observe different angles is only necessary to move the mouse to the direction in which you want to look, it should be noted that when you start the program the mouse symbol will disappear as it will be within the scenario, if you need to use another program simply press the Windows key and with that the symbol will appear again.

On the other hand, the animations are started or stopped with the same key, but if it is not stopped, the animation will continue to play indefinitely. The following five keys were dedicated to the five animations



Numeric key 1: Activates the animation of the door opening and closing.

Numerical key 2: Activates the animation of the laptop whose lid opens and closes.

Numeric key 3: Activates the animation of the room windows opening and closing.

Numerical key 4: Activates the animation of the bird flying along a defined path



To end the execution of the program, just press the ESC key on the keyboard.

