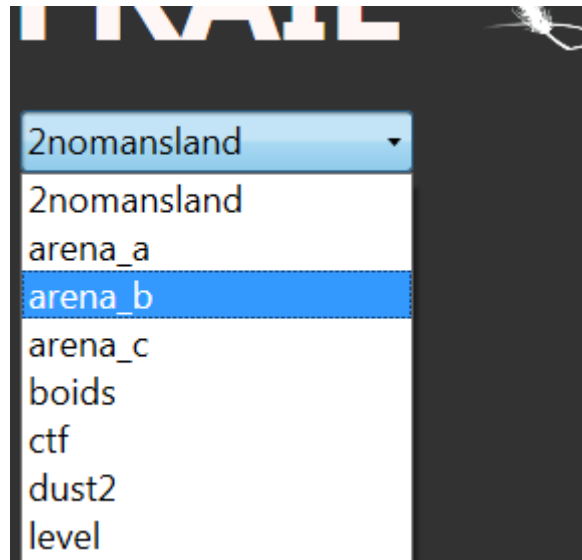


## Quick start guide

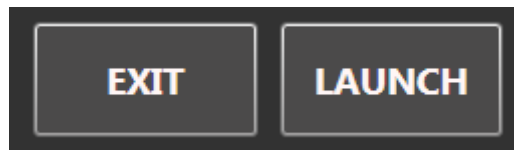
### Running sandbox application

To run sandbox application navigate to “**build**” directory and start **launcher.exe** application.

From menu select a map:



And click on **launch** button:



### Terminating sandbox application

To terminate sandbox application simply press **ESC** button.

### User's key assignment

<b>W,S,A,D</b>	basic movement
<b>Space</b>	jump
<b>Left mouse click</b>	melee attack
<b>Right mouse click</b>	fireball attack
<b>Shift</b>	run
<b>ESC</b>	exit application
<b>F1</b>	current player position (value is saved to player.txt file)
<b>F2</b>	freelook camera mode on
<b>F3</b>	freelook camera mode off
<b>F5</b>	turn on physics colliders drawing
<b>F5 + LCtrl</b>	turn off physics colliders drawing
<b>L + LCtrl</b>	turn on low framerate
<b>L + LShift</b>	turn off low framerate
<b>F9</b>	freeze sandbox

<b>F10</b>	unfreeze sandbox
<b>F11</b>	slow motion on
<b>F12</b>	slow motion off
<b>LCtrl+Z</b>	browse character animations: previous
<b>LCtrl+X</b>	browse character animations: current
<b>LCtrl+C</b>	browse character animations: next

### Editing AI behavior

To edit AI behavior navigate to “**build\data\AI\**” directory and edit existing behavior or create new one. For more information go to **sandbox\_specification.pdf** file.

### Editing levels

To edit levels navigate to “**build\data\levels\**” directory and edit desired level file.

### Editing actor AI configuration

For more information go to **sandbox\_specification.pdf** file.

### Editing player configuration

To edit player’s configuration go to “**build\data\presets**” directory and edit **Player.json** file.

### Editing interactive sandbox elements

To edit interactive sandbox elements navigate to “**build\data\scripts**” directory and edit desired script file. Script files are written in Lua script language.