

UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO



FACULTY OF ENGINEERING
DIVISIÓN DE INGENIERÍA ELÉCTRICA
COMPUTER ENGINEERING
GRAPHICS COMPUTING AND HUMAN-
COMPUTER INTERACTION



USER MANUAL

“FAIR”

STUDENT:

319283064

LABORATORY GROUP: 03

THEORY GROUP: 05

SEMESTER 2025-2

DEADLINE: May 20, 2025

GRADE: _____

Controls

Action	Key/Mouse
Move the main avatar	W, A, S, D + mouse
Cameras	
Aerial camera	1
Third person camera	2
Game camera	3
Game camera, turn on and off the light	
Axe throwing	B
Batting cage	X
Throwing of dice	V
Darts	C
Bowling	M
Whack-a-Mole	N
Play	
Axe throwing	T
Batting cage	Y
Throwing of dice	U
Darts	I
Bowling	O
Whack-a-Mole	P

Exploración del escenario

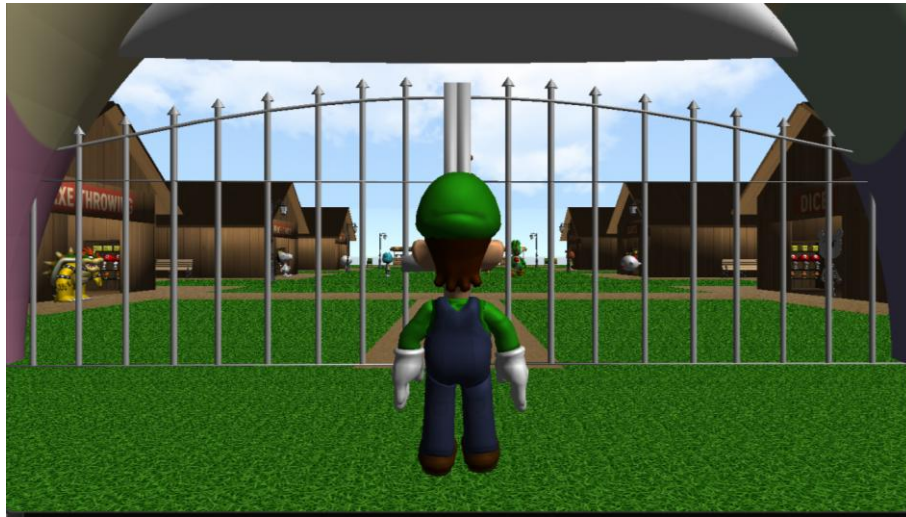
The user starts at the fair with an aerial camera view.

At any time, the user can switch between cameras:

- Aerial Camera (1): General view from above of the fair.



- Third person camera: View from the avatar.



- Centered camera on the games (3): Camera focused on a game stand with a wide view. It can change between games with the proper key binds.



General interaction with games

1. Get into the game.
2. Press the proper key to activate the interaction.
3. Once the animation is finished, you can play again.

Specific interactions in the games

- Throwing axe: The axe spins and sticks into the objective.



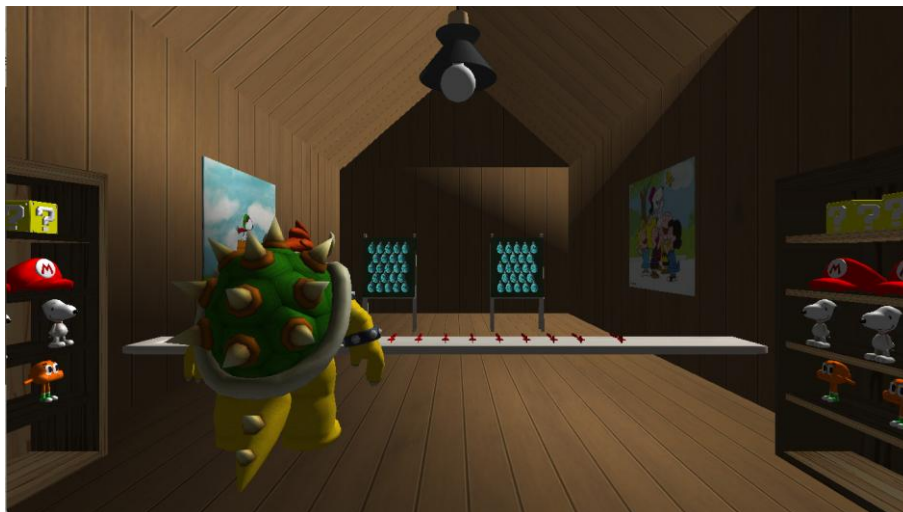
- Batting cage: The bullet goes toward the batting zone, the bat hits the bullet and it returns to the starting position.



- Dice roll: A pair of dice is rolled with a realistic animation.



- Darts: The dart is thrown towards a target with balloons, where a balloon bursts upon the contact with the dart.



- Bowling: The bowling ball spins, hitting and knocking down the pines.



- Whack-a-mole: The carnivorous plants emerge from the pipelines and then hide.

