**3GC3 FINAL PROJECT** – **Ride Thru Life**Brandon Roberts, Harrison Lau, Sullivan Stobo, Vanessa Truong

The following features have been implemented:

* Lighting: In the game scene
* Textures: On the vehicles
* Advanced Camera Control: Maneuvering the vehicle around the game scene
* Non-geometric primitives: Main menu, bitmaps used for texturing objects
* Our own idea: Object loader for loading all vehicles and collectible items in-game

Compilation Instructions:

* Run command prompt
* Navigate to directory containing the main.cpp file and the makefile
* Type ‘make’ and hit enter to compile and run code

Menu Instructions:

* Application will open in main menu “Vehicle Selection”
* Press the ‘A’ key to scroll left in the vehicle list
* Press the ‘D’ key to scroll right in the vehicle list
* Press the ‘W’ key when navigated to the vehicle of choice
* Game will begin after ‘W’ key is clicked
* Vehicle options include:
* Car
* Inverted table with knives
* Grill
* Balloon
* Christmas tree
* Bicycle

Gameplay Instructions:

* ‘W’ key moves the car forward
* ‘A’ key rotates the car leftwards
* ‘D’ key rotates the car rightwards
* ‘W’ + (‘A’ or ‘D’) moves car forward while turning leftwards or rightwards
* ‘J’ key makes the car jump
* Collect all items on the scene by moving the vehicle into them
* The stars trailing behind your vehicle indicate how much fuel you have. Collect items to increase your fuel. When your fuel runs out, you lose.