

***A Frenetic First-Person Shooter (FFPS)***

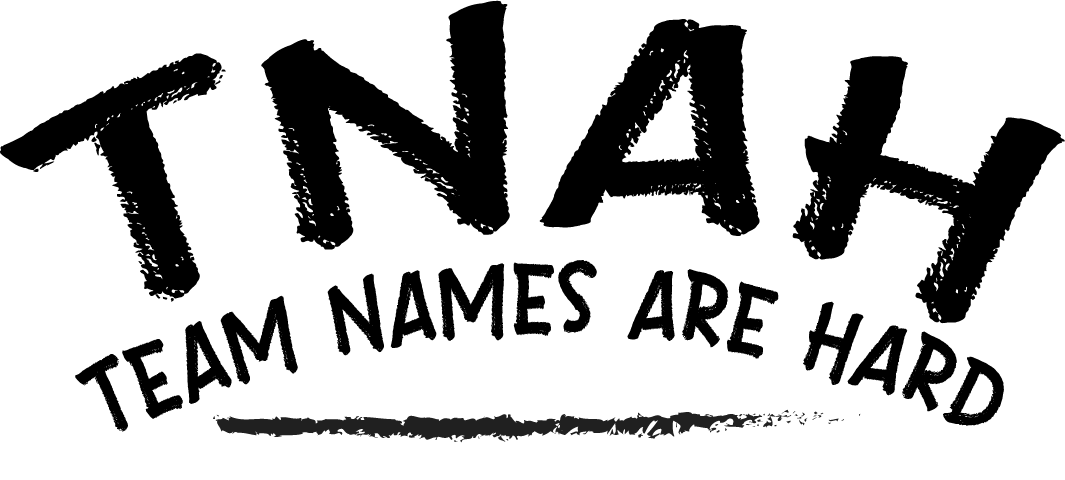
**User Manual**

Version 1.0

Produced by Dylan Blereau, Bryce Standley, and Christopher Logan

Created: March 31, 2021

Updated: April 9, 2021



# How to run ZOOM

## Build and run with Visual Studio:

Step 1 – Open the submission file and open the file titled ‘ICT397-Project’

Step 2 – Open the ‘ICT397-Project.sln’ file with Visual Studio 2019

Step 3 – Select either ‘Debug’ or ‘Release’ as your solution configuration

Step 4 – Ensure that the solution platform is ‘x64’ and **NOT** ‘x86’

Step 5 – Go to the ‘Build’ settings and select ‘Clean Solution’

Step 6 – Go to the ‘Build’ settings and select ‘Rebuild Solution’

Step 7 – Select ‘Local Windows Debugger’ to the right of the solution platforms to launch the application (Alternatively, go to the ‘Debug’ settings and select ‘Start Debugging’)

Following the above steps will allow you to play the ZOOM Assignment 1 build in Visual Studio 2019.

## Executable

Step 1 – Open the submission file and open the file titled ‘ICT397-Project’

Step 2 – Open the file titled ‘Executable’

Step 3 – Select ‘ICT397-Project-Engine.exe’

Following the above steps will allow you to play the ZOOM Assignment 1 build in Visual Studio 2019.

# How to play ZOOM

## Tech Demo Summary

Because Assignment 1 didn’t require the game aspect of the assignment to be a full gameplay experience, the ZOOM Assignment 1 Demo is essentially a tech demo highlighting the progress made thus far.

In the demo, you are free to explore through the terrain that will serve as the map for ZOOM. As per the requirements of the project, the outdoor demo features terrain that has multi-texturing, a detail map and lighting. It also has least 15 NPCs, which in ZOOM are the Demon enemies. The map is also spruced up with rocks and trees that serve to provide a vision on how the scenery will look in the game’s final build. While you can’t experience the full gameplay vision of ZOOM just yet, this demo grants you the ability to explore the game space, seeing how the game world looks, as well as how the first person character interacts with the terrain and models that furnish it.

## Controls

Below are the controls required to control the ZOOM Demo.

|  |  |
| --- | --- |
| **Controls** | **Action** |
| ‘W’ Key | Move Forward |
| ‘S’ Key | Move Backward |
| ‘A’ Key | Move Left |
| ‘D’ Key | Move Right |
| ‘K’ Key | Toggle Solid/Wireframe View |
| ‘X’ Key | Exit Program |
| Mouse Up | Look Up |
| Mouse Down | Look Down |
| Mouse Left | Look Left |
| Mouse Right | Look Right |