

Mathew McGerty->S1036834

Conor Johnston ->S1219419

Calum Flannagan-> S1330788

Roles within Group

Mathew McGerty

Post Processing, Model loading, additional models, Texturing, Sun and attempted positioning,

Calum Flannagan

Camera, Primitive type class, splash screen, title screen, screen manager, game screen, change to texture class, lighting, Shaders and a post processing addition.

Conor Johnston

Skybox, Shaders, Modelling, Positioning models, textures and a reflectance (attempt).

INSTRUCTIONS:

1. Run visual studio
2. When screen appears, press the number 1 on keyboard to load the game screen (where our scene is)
3. Use WASD keys to move camera and R and F to move camera up/down
4. Use mouse to rotate camera
5. Push K for rotating every object on the screen.
6. Push L to reset the Camera back to original position.