**CMP405 Coursework Report**

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**Features Added:**

**Usability:**

* Camera focusing on the selected object.
* Clicking and dragging objects.

**World Editing**

* Copying and pasting of the selected object.
* Object manipulation – position, scale and rotation.
* Object creation window.

**Controls:**

**General:**

* A/D – Camera left/right
* W/S – Camera forward/back
* Q/E – Camera up/down
* Right mouse (hold) – Rotate camera by mouse movement
* Left mouse – select object being hovered over
* Shift + left mouse – multi-select objects (select an object without holding shift to deselect all)
* F – Focus on the object currently being selected
* R – Return from focus mode back to standard camera
* Control + V – Paste currently selected object
* When using the object manipulation mode, hold control to move objects via the mouse.

**Menus:**

* Use the modes menu to select between normal (camera movements), translate (move objects), scale (change object sizes) and rotation (rotate objects).
* To create a new object, go to Edit->Create Object, and fill out fields in the dialogue window which appears.