**ICT397 User Manual**

**Assignment/Project Name:** ICT397 Assignment 1 - OOber Taxi

**Group Name:** Group Carré

**Introduction:**

This document will take you through the steps involved to build and run our project, and the controls while running the program.

**Controls:**

|  |  |
| --- | --- |
| **Control** | **Effect** |
| ‘W’ KEY | Move camera forward |
| ‘S’ KEY | Move camera backwards |
| ‘Q’ KEY | Toggle wireframe view |
| ‘E’ KEY | Toggle solid frame view |
| ‘ESC’ KEY | Exit program |
| MOUSE | Change camera look direction |

**Build and run:**

Step 1 - Open folder ‘ICT397Carre’ then folder ‘CarreGameEngine’

Step 2 - Open file ‘CarreGameEngine.sln’ with Visual Studio 2015

Step 3 - Ensure ‘Debug’ mode is selected at the top

Step 4 - Ensure ‘x86’ is selected at the top

Step 5 - Click on ‘Build’ and select ‘Clean Solution’ from the drop down

Step 6 - Click on ‘Build’ and select ‘Build Solution’ from the drop down

Step 7 - Click on ‘Debug’ and select ‘Start Debugging’ from the drop down list

Step 8 - Enjoy!

**Run executable:**

Step 1 - Open folder ‘ICT397Carre’ then folder ‘CarreGameEngine’

Step 2 - Open folder ‘Executable’

Step 3 - Open file ‘CarreGameEngine.exe’

Step 4 - Enjoy!