Team3D
John McNutt
Dan Watt
Jakob Wilson

INSTRUCTIONS

- Open bin/index.html
- Wait for the game to load
- After loading is finished, click proceed to go to the main menu
- Click on the "Play" button
- If prompted, allow full screen with keyboard controls

CONTROLS

- Use the W, A, S, and D keys to move
- Use the mouse to look around
- Use the shift key to walk
- Use spacebar to jump
- Use esc to exit fullscreen

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Status of Deliverables

Not Started	In Progress	Complete

Prototype

Feature	Dan	Jake	John	Actual
Loading screen	1	0.5	0	3
Title screen with basic play button	1	0.5	0	1
Basic Movement	4	0	4	3.5
Physics Implemented	0	4	1	2
Models loading	0	7	0	8
TOTAL	**6**	**12**	**5**	**17.5**

Alpha

Feature	Dan	Jake	John	Actual
Single randomly generated level	4	0	0	IP
Basic shading to provide depth	0	1	0	0.25
Player Collisions	0	2	4	IP
All screens wired in	2	2	2	IP
Basic obstacles	0	4	4	IP
TOTAL	**6**	**9**	**10**	**0.25**

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Known Bugs/Issues/Limitations

- Game starts before player allows fullscreen
- Once you exit full screen you cannot go back to full screen (browser only)
- Gaps between walls
- Jumping only works while moving

For Placement Only Items

- Credits/Settings buttons in main menu
- Pseudo Loader - loader simulates loading delay
- Floor - Floor is currently just a white plane, not the actual floor tiles
- Player - Blue sphere
- Walls - Will be updated to remove gaps