

# USER MANUAL

## INTRODUCTION

Project aims for full assembly code. In current state everything except Open GL initialization and camera update is written in assembly code. Project uses third party libraries (OpenGL, SDL).

Project is abandoned and no further fixes or updates are promised.

## CONTROLS

Key	Behaviour
W, Up arrow	Forward
S, Down arrow	Back
A	Left
Left arrow	Turning left
D	Right
Right arrow	Turning right
+	Raise Terrain
-	Lower Terrain
Left Ctrl	Crouch
Left Shift	Sprint

## KNOWN ISSUES

### GAME LOOP WITHOUT DELTA TIME

Input functions pending after key is released according to misplacement function call to every key event instead of invoking call only once per frame.

### UPDATE CAMERA IN ASSEMBLER NOT WORKING

Updating camera according to angle works only with function written in C.