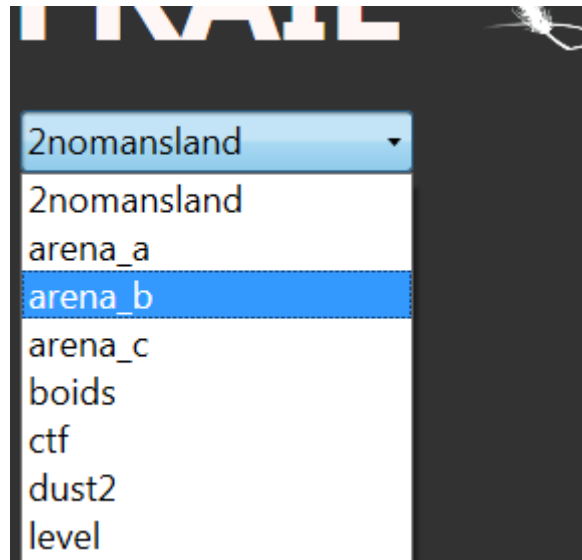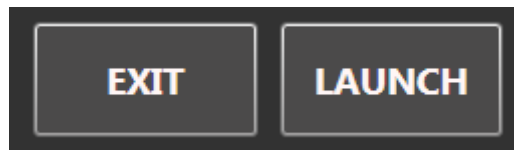# Quick start guide

Running sandbox application

To run sandbox application navigate to "**build**" directory and start **launcher.exe** application.

From menu select a map:

And click on **launch** button:

Terminating sandbox application

To terminate sandbox application simply press **ESC** button.

User's key assignment

W,S,A,D	basic movement
Space	jump
Left mouse click	melee attack
Right mouse click	fireball attack
Shift	run
ESC	exit application
F1	current player position (value is saved to player.txt file)
F2	freelook camera mode on
F3	freelook camera mode off
F5	turn on physics colliders drawing
F5 + LCtrl	turn off physics colliders drawing
L + LCtrl	turn on low framerate
L + LShift	turn off low framerate
F9	freeze sandbox

F10	unfreeze sandbox
F11	slow motion on
F12	slow motion off
LCtrl+Z	browse character animations: previous
LCtrl+X	browse character animations: current
LCtrl+C	browse character animations: next

Editing AI behavior

To edit AI behavior, navigate to "**build\data\AI**" directory and edit existing behavior or create new one. For more information go to **FRAIL_spec.pdf** file.

Editing levels

To edit levels navigate to "**build\data\levels**" directory and edit desired level file.

Editing actor AI configuration

For more information go to **sandbox_specification.pdf** file.

Editing player's configuration

To edit player's configuration go to "**build\data\presets**" directory and edit **Player.json** file.

Editing interactive sandbox elements

To edit interactive sandbox elements navigate to "**build\data\scripts**" directory and edit desired script file. Script files are written in Lua script language.