

# CMU 15-112 Term Project: Animal Racers

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Creation of a 3D racing game for my CMU 15-112 Term Project!

Collect the powerups, and beat all the other cars to win!

## Running and Installation

First clone the git repository: `git clone git@github.com:Samleo8/112AnimalRacers.git`

Then install all requirements by running the command `pip install -r requirements.txt`. The crucial library used for this game is the [Panda3D Engine](#).

Then, from **within the main/root repository folder**, run the game with `python Game.py`. Note that only Python 3 is supported.

## Game instructions

Powerups:

- Shield: You don't slow down when you hit the walls.
- Speed: Speed boost!

[WASD/Arrow Keys] Drive [Hold Space] Drift

[1, 2] Change camera view [Hold C] Look behind [Hold V] Look around

[P] Pause and show help [R] Restart Game

## Special (Debugging) Commands

- [=] Activates "god mode": Changes the camera view to mouse-controlled. Left-click and drag to move; alt-drag to rotate; ctrl-drag to zoom
- [Backspace] Pause the game without showing the help screen. This allows for debugging when you want to pause the game and use "god mode" to see items on the screen
- [\ (Backslash)] Toggle the printing of debugging statements
- [Space] In the start screens, press space to skip to the next screen (this is hinted in the GUI)

## Credits

### 3D Models

[Jeep Model](#) by *bigcrazycarboy*

[Lightning Bolt](#) by *Savino*

All other models from the [Alice Gallery](#)

### Audio

Main music adapted from [Purple Passion](#) by *Diana Boncheva*

Main music "Mayhem" by Eric Matyas @ [www.soundimage.org](http://www.soundimage.org)

## Fonts

[American Captain](#) by *The Fontry*

## Code Reference

[Panda 3D Manual](#)

[Panda 3D API Reference](#)

## Project Details

Elaborated in document [here](#).