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Tools Programming

CMP405

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# Summary of features

When the scene first loads the user is presented with a view from the camera just above the plane, looking at a 90 degree angle so they are not looking directly up towards empty space. The user can then move around the scene using key presses to rotate, look up and down and move forwards and backwards. If the user selects edit form the menu at the top a number of options will be available. The user will be able to copy an object (if one has been selected), they will be able to paste the copied object as long but this is only able to be cone if an object had been copied previously. A duplication button has been added here as well which will allow the user to instantly duplicate a selected object. A button for an inspector has been added to allow the user to change the position, scale and rotation of objects.

When the user selects an object by clicking on it, a few things can happen. First is that the object will be highlighted to recognise the selected object. After this has been done the user can focus onto the selected object and this will turn the camera and point towards said object.

# Controls

Camera movement

* Press W to move forward
* Press A to strafe left
* Press D to strafe right
* Press S to move backwards
* Press Q to rotate left
* Press E to rotate right
* Press R to rotate up
* Press F to rotate down
* Press space to focus on selected object

Picking

* Point and click on an object on the screen to selected
* Click on another object to switch selection
* Click anywhere apart from another object to deselect

Object Highlighting

* Only happens when an object is selected
* The object selection will be highlighted
* Highlight selection will be turned off when click elsewhere on screen that is not an object

Copy

* Click on an object to select it
* Click on edit from the menu
* Click on Copy from the edit menu

Paste

* Can only be done if an object has been previously copied
* Click on edit from the menu
* Click on paste for the edit menu

Duplicate

* Click on an object to select it
* Click on edit from the menu
* Click on duplicate from the menu

Buttons

* Click the button with the smiley face to save the scene
* Click the button with the line through it to view the selected object without the wireframe on

# Features

Camera movement

The camera can be given commands after the screen has been loaded, by using these commands the user can make the camera rotate left, right, up and down. It can also move forward backwards, left and right. Each of the camera movements have been added to give the user the ability to easily move around the scene and get an entire overview of the level. This would come in very handy for the content creation and the user would be able to see where objects have been placed and how they would want the level to look. By having the ability to rotate as well, gives the application more freedom and has the possibility accurately place the camera to the position the user wants.

Picking

The picking is used to select and object. When and object on screen has been clicked a notification on the bottom right had corner tells the user what object within the list has been selected. This is one of the most useful things that the user has access to. It is useful for the WOFFC game as it allows for the manipulation of objects and most of the functions within the application.

Object Highlighting

When an object has been picked, the selected object the turns into wireframe mode. This allows for the user to see which object has been selected. When it has been deselected (by pointing and clicking somewhere else on the screen that isn’t another object), the object will return to its original solid state. To aid in usability of this the user can click on the button with a line through it to turn the wireframe mode on and off, this allows the user to see the object in its original state while also keeping it selected. This is useful within the WOFFC game as gives the user a visual display of what object has been selected.

Copy and Paste