User Manual
Saitama's House Simulation

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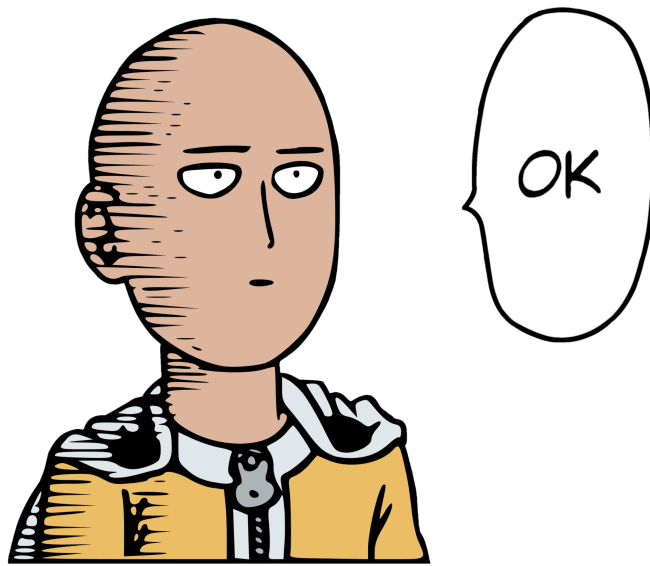
Developer:

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v. 1.0.0

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Objective

The purpose of this document is to explain how "Saitama's House Simulation" works.

Introduction

The following document is a manual that explains how to use the "Saitama's House Simulation". It shows the steps to follow for the installation, and the controls required to run and test the simulation.

User Manual

Installation

The complete program and documentation can be found on page https://github.com/GockLdk/315021963_Proyecto_Gpo08. Once inside the page, click the code button to display a menu that has a Download ZIP option, click it to download the program and documentation.
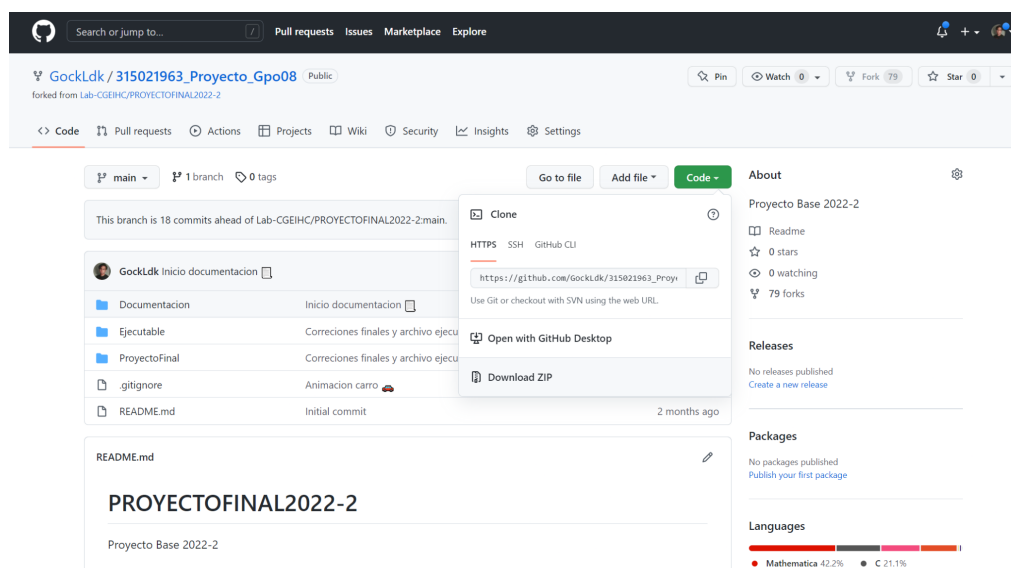
After the download has finished, unzip the zip file downloaded to have a folder with the program (Ejecutable), original project (ProyectoFinal) and with the documentation (Documentacion).

📁 Documentacion	11/05/2022 14:40	Carpeta de archivos	
📁 Ejecutable	10/05/2022 22:45	Carpeta de archivos	
📁 ProyectoFinal	30/03/2022 15:40	Carpeta de archivos	
📄 .gitignore	10/05/2022 22:54	Documento de texto	2 KB
📄 README.md	30/03/2022 15:41	Archivo MD	1 KB

Execution

To run the program you must be in the folder "Ejecutable" and run the 315021963_Proyecto_Gpo08.exe file.

📁 images	30/03/2022 15:41	Carpeta de archivos	
📁 Models	30/03/2022 15:41	Carpeta de archivos	
📁 Shaders	30/03/2022 15:41	Carpeta de archivos	
📁 SkyBox	30/03/2022 15:41	Carpeta de archivos	
☑️ 315021963_Proyecto_Gpo08.exe	10/05/2022 23:04	Aplicación	232 KB
315021963_Proyecto_Gpo08.pdb	10/05/2022 23:04	Program Debug Data...	1.788 KB
assimp-vc140-mt.dll	07/04/2019 23:07	Extensión de la aplica...	15.705 KB
glew32.dll	31/07/2017 21:42	Extensión de la aplica...	381 KB

After run the program it will display two windows like that (The little one is the simulation):
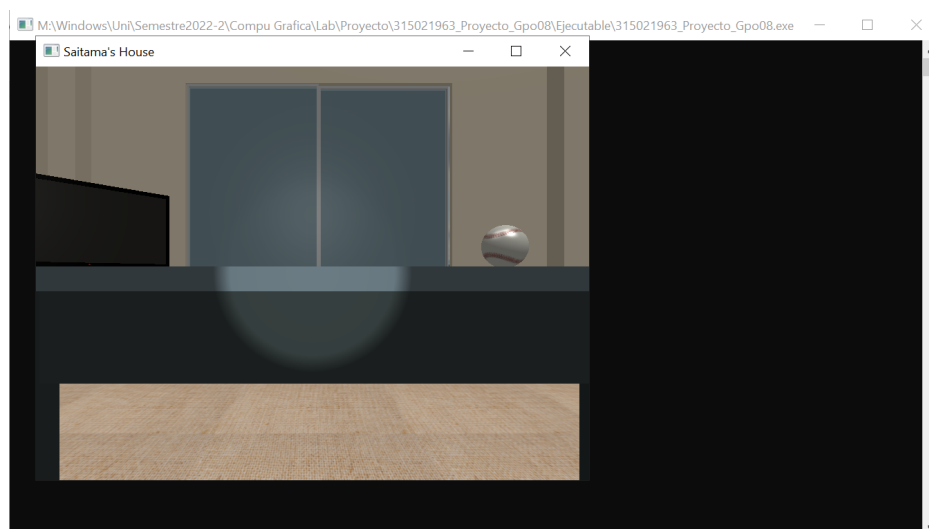
And that 's all!, you can explore the simulation with the following controls:

Saitama's House Controls	
Control	**Description**
Mouse	Move the camera's view.
W	Move the camera forward.
S	Move the camera backward.
A	Move the camera to the left.
D	Move the camera to the right.
Space Bar	Stops/Plays the animations.
L	ON/OFF the house light.
ESC	Close the window simulation (If you want to close the program double click).

Simulation's captures