Once the program has started and is running, the user may use the mouse to look around the scene and the WASD keys to ‘walk’ through the scene. They may use 1 and 2 to switch between first and third person camera controls. They may also use the spacebar to file projectiles out of the centre of the screen. The Q and E keys can be used to move up and down.

Press L to toggle debug drawer, WARNING this greatly reduces frame rate, you may be required to press L multiple times to turn off the debugger.