Assignment 2: User Manual

Controls:

Right click and drag the mouse to move the camera
WASD to move
Space to jump
Shift to sprint
Control to glide
Escape to open the pause menu
Q to shout "Great!" in squirrel
R to switch between A/D strafe and rotate

Objective:

Collect 20 acorns (Collecting acorns increments the player's acorn count)
Avoid traps (Hitting traps decrements the player's acorn count)

Features

- Switch between wasd moving and ad rotating. This is done via a toggle on the Player's script variables
- Jumping and falling. Change Air control in Player's script variable to determine how much freedom the player has in midair
- Walk up small angles and slide down on steeper angles
- Glide across the air
- Custom movement: sprinting (with shift button)
- When moving (not sprinting), your walk stops near a ledge. Press W again to hang onto the ledge
- Jump towards a high ledge to grab on
- While ledge hanging, hit W or space to move up the ledge. Alternatively hit S to move down the ledge
- Control your movement speed by hitting Shift
- Gain acorns by collecting them. Lose acorns by walking over traps (with amazing particle effects). The amount of acorns you collected will appear on the top left of the screen
- Move your camera around the player. The camera will not phase through the environment
- Sound effects for interacting with both acorn and trap collectables, and q to make a sound effect at any time

- Click on the acorn on the top right of the screen to open the options menu. Interact with volume control slider for the background music

Extra Credit Functionality:

End condition: Collect 20 acorns, and a "You Win" screen will pop up.
Particle Effects: Run into a trap and an acorn particle will play
Player Interfaces: Main menu appears on start, press escape or right acorn button to open the pause menu.