

User Guide

General:

C - Hide/Show cursor
F11 - Toggle fullscreen

Camera controls:

B - Change cam between FREE & FOCUS
Left Mouse Button (LMB) - Move in the direction of the target
Right Mouse Button (RMB) - Move away from the target
Scroll Wheel - Zoom

In FREE mode:

W - Move forward
S - Move backward
A - Move left
D - Move right
Q - Move up
E - Move down

In FOCUS mode:

W - Move towards origin
S - Move away from origin
A - Rotate left in relative to origin
D - Rotate right in relative to origin
Q - Rotate up in relative to origin
E - Rotate down in relative to origin

Controller (refer to bottom for mapping of controller controls):

Axes:

0 - Move camera left or right, Move base UFO left or right
1 - Move camera forward or backward, Move red UFO up or down
2 - Move red UFO left or right
3 - Move camera up or down, Move base UFO up or down

Buttons:

0 - Make Main Character jump
1 - Change cam between FREE & FOCUS
2 - Show/Hide light sphere
3 - Show/Hide debug info
4 - Toggle back-face culling
5 - Switch between polygon modes
6 - Toggle fullscreen
7 - Change scene
8 - Off light
9 - On light
10 - Move Main Character up
11 - Move Main Character right

12 - Move Main Character down

13 - Move Main Character left

Motorscene:

Keyboard and mouse:

1 - Disable back-face culling

2 - Enable back-face culling

3 - Set polygon to fill mode

4 - Set polygon to wireframe mode

8 - Off light

9 - On light

0 - Change to gamescene if interact with UFO

P - Pause

SHIFT - Show/Hide debug info

RETURN - Select in menu

F - Interact with objects

Main character controls:

UP - Move towards target

DOWN - Move away from target

LEFT - Rotate body towards left

RIGHT - Rotate body towards right

SPACE - Jump

Minigame 1:

Game Objective: Outlast your opponent while avoiding a series of obstacles

Keyboard and mouse:

1 - Disable back-face culling

2 - Enable back-face culling

3 - Set polygon to fill mode

4 - Set polygon to wireframe mode

8 - Off light

9 - On light

0 - Change scene to GameScene2

P - Show/Hide light sphere

SHIFT - Show/Hide debug info

UFO control:

Player 1:

A, D - Movement

Player2:

Left & right arrow keys - Movement

Minigame 2:

Game Objective: Blast your opponents away while staying on a shrinking platform

Keyboard and mouse:

- 1 - Disable back-face culling
- 2 - Enable back-face culling
- 3 - Set polygon to fill mode
- 4 - Set polygon to wireframe mode
- 8 - Off light
- 9 - On light
- 0 - Change to GhostScene
- SHIFT - Show/Hide debug info
- R - Reset game

UFO control:

Player 1:

- WASD - Movement
- SPACE - Bomb

Player 2:

- Arrow keys - Movement
- ENTER - Bomb

GhostScene:

Keyboard and mouse:

- 1 - Disable back-face culling
- 2 - Enable back-face culling
- 3 - Set polygon to fill mode
- 4 - Set polygon to wireframe mode
- 8 - Off light
- 9 - On light
- P - Show/Hide light sphere
- SHIFT - Show/Hide debug info
- R - Play/Pause replay

