Group Project-Alpha Code Report
24780 Engineering Computation-Section B
Group Name: Python is Better
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1. *Content in the Code*
   We have finished about 80 percent of the project and assembled the process so far together as this alpha-version code. The main scene for our project is the 3d solar system and we have finished building the system.
   By running our code, the user can first view an introduction animation to get to know the background of our game, then the user will be able to go in any direction in the solar system we build, while going around the solar system, the user can also choose to shoot bullets in another direction they want.

2. *How to Run the Code and Play the Program*
   Execute project, a prompt will pop up in the terminal to input y/n, asking users whether they want to play the intro. A screenshot of the intro is attached below.

Figure 1: Open scene Animation

After the intro, the model of the solar system is presented in 3D.

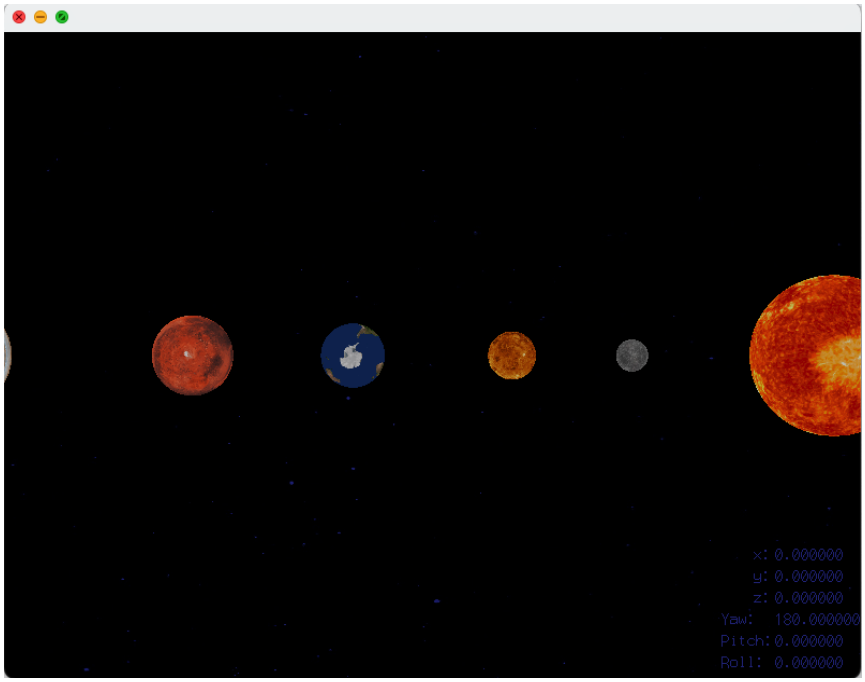

Figure 2: Solar system with flight data

Users can press arrow keys and W/S/A/D to move the first-person view to the forward/backward/left/right directions. In the right bottom corner, you can see the x, y, z, yaw, pitch, roll information in the space.

When pressing “Space”, a missile would be launched. This is represented as a cube for alpha development.

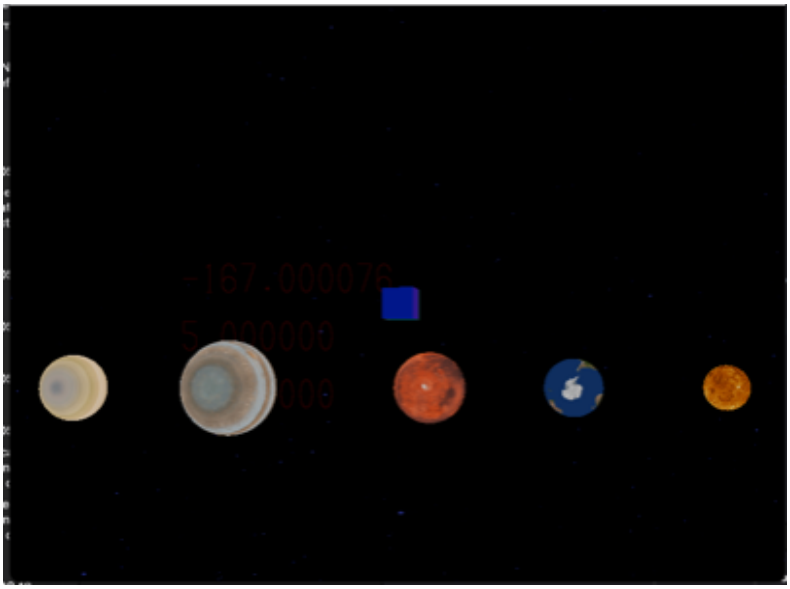

Figure 3: Launched Missile

When users approach close enough to a planet, a page of presentation would show up for that specific planet.

When users press M, it will show the playing instruction to the users.

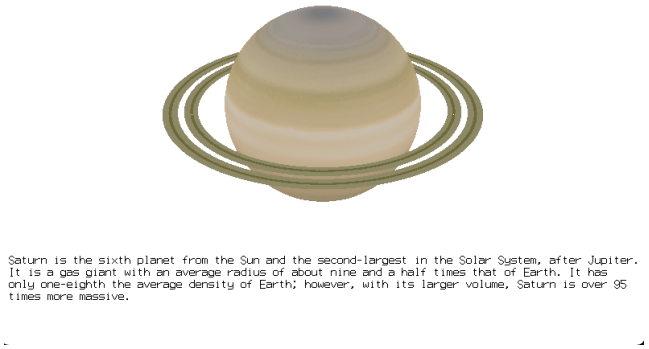

Figure 4: Planet presentations

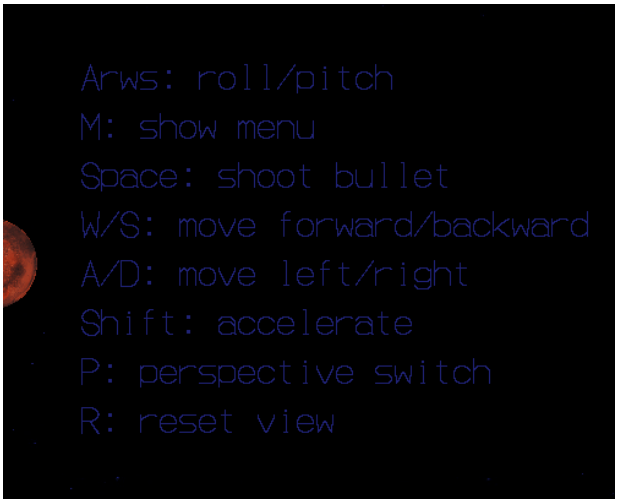

Figure 5 Menu