

Simulation and Animation  
Practical 3  
Game Documentation  
**Tank McShooty** by [Unnamed Assignment Group]

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## 1 How To Play:

To run the game, simply run “TankMcShooty.exe” which is inside the Game/TankMcShooty folder.

You control **Tank McShooty**, a heroic hero, who is the best at what he does. And what he does is shoot tanks! (or crates either is fine)  
Navigate to the end of the level without taking too much damage and destroy enemies along the way.  
The rotating portal ends the game, because that’s what rotating portals do best. Shooting the wooden crates will shatter them, with voronoi shattering, shooting the stationary tanks will showcase rigid body dynamics. The moving tanks are the dangerous ones, and showcase path interpolation. **Tank McShooty** is followed by fireflies, dancing in a vector field, because he is just cool like that.

## 2 Controls:

WASD control player position, the rotation is controlled by the mouse position. Left Mouse Button fires Tank McShooty’s gun.

The buttons 9 and 0 increase or decrease the adaptable update rate. The time between updates is displayed on the right top corner.  
With the buttons O and P one can zoom the camera in and out.