User's Manual - FEUP Turismo

Program flow and instructions:

- Initial Menu
    - You can use the keyboard to enter your name.
    - You can click with the mouse over the start button and you will be redirected to the parking lot to choose the player's car.
- Choosing cars
    - Click with the mouse on one of the 3 cars available and then choose the opponents car using the same logic.
    - You will be redirected to the difficulty menu.
- Difficulty menu
    - Click with the mouse over one of the 3 difficulty levels available. The game should start right away.
- Game
    - The car is controlled via WASD keys. The ESC can be used anytime to pause/resume the game.
    - The player goes of track - penalty on velocity.
    - The player collides with powerup - choose the obstacle and get a boost on velocity.
    - The player collides with obstacle - the keys to turn right and left invert during 5 seconds.
    - The player collides with other car - the player car stops during 5 seconds.
- Process to select an obstacle
    - Hit a powerup (game pauses).
    - use the 2D interface to change camera to the obstaclePark one.
    - Use mouse to select the obstacle (when it gets selected the obstacle will be slightly bigger for the user to notice it).
    - Move again to the game's camera (named "Perspective").
    - The game should continue afterwards.
        - (Note: sometimes it may be necessary to click on the grass for the game to restart after picking the obstacle).
- Final results
    - After completing the race, using again the 2d interface change the camera to the "EndDisplay" camera.
    - You should see the display with the requested information as well as 2 buttons, one that allows you to restart the game and other to quit (go to the initial menu).

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