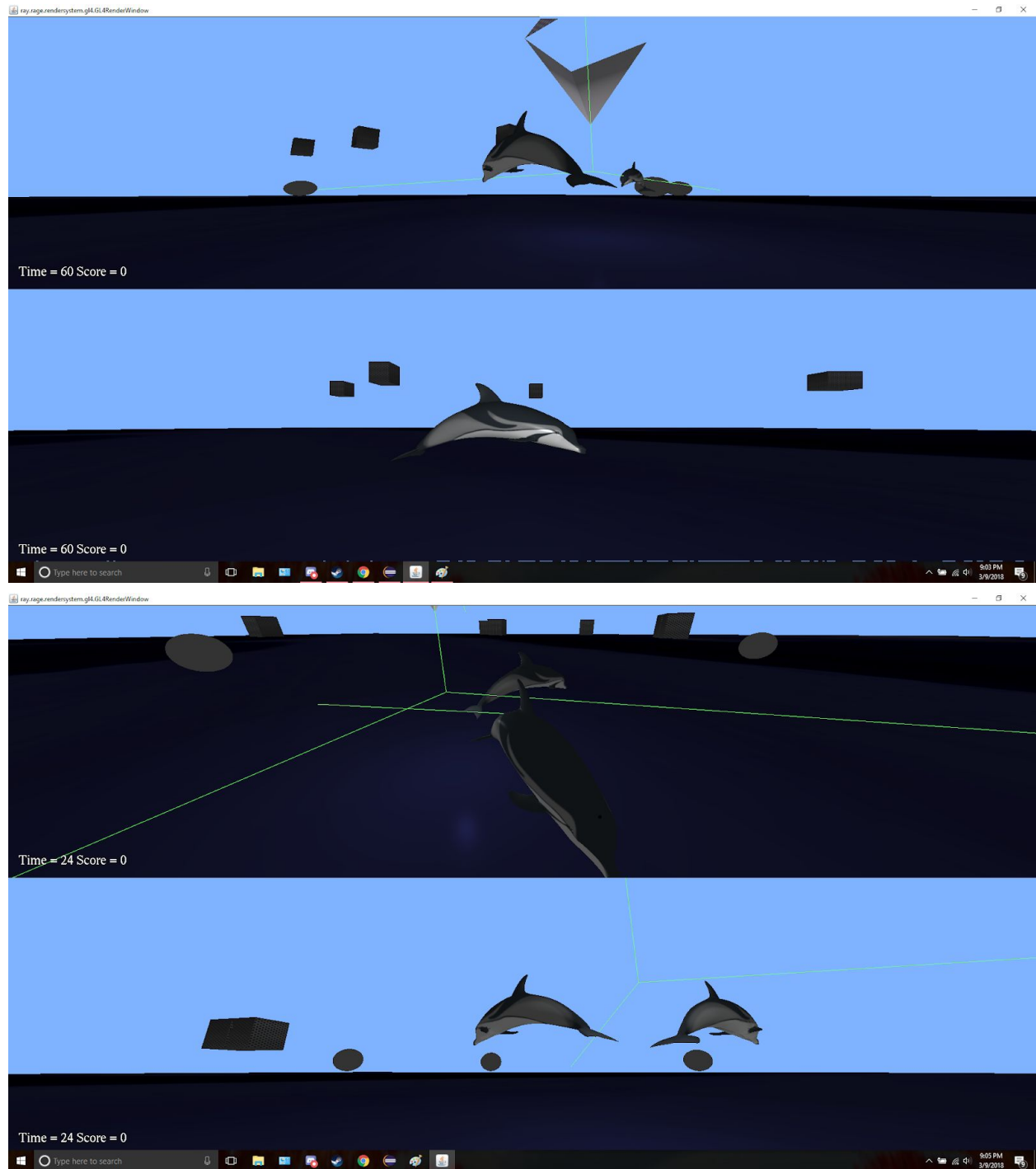
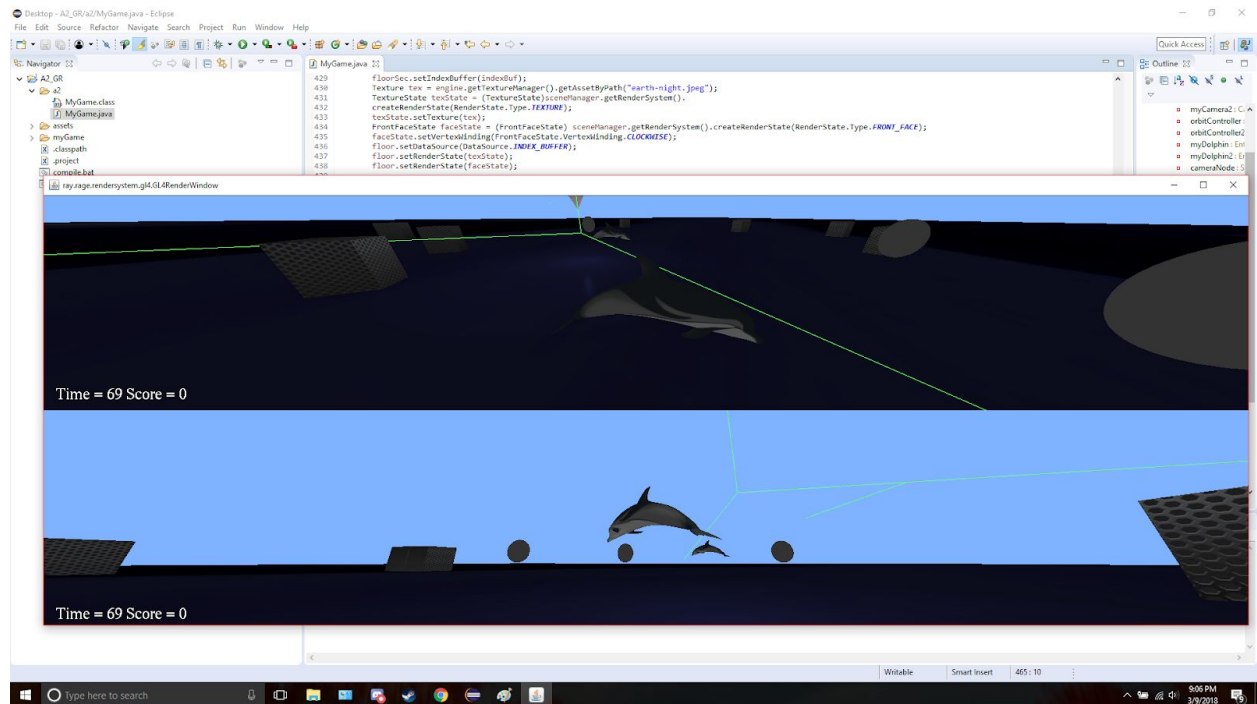


SCREEN SHOTS





HOW TO PLAY

Left Stick

Left Stick Up/W = Forward, moves the dolphin and camera forward

Left Stick Down/S = Backward, moves the dolphin and camera backward

Left Stick Left/A = Yaw Left, rotates left

Left Stick Right/D = Yaw Right, rotate right

Right Trigger/Q = Zooms in

Left Trigger/E = Zooms out

RightStick Left/ArrowLeft = Orbit camera left

RightStick Right/ArrowRight = Orbit camera right

RightStick Up/ArrowUp = Orbit camera up

RightStick Down/ArrowDown = Orbit camera down

F = Increase movement speed (costs 1 point/prize)

G = Increase rotation speed (costs 1 point/prize)

LeftShift = Burst (move 5 units forward, 10 second cooldown)

A Button/Space = Mount/Dismount Dolphin

SCORING

There are 10 prizes in the world, and you get one point for each prize. Each point can be used to increase the maximum movement and rotation speed of your dolphin.

GAME ACTIVITY/OBJECT

The additional game activities come in the form of points you gain from prizes to increase your statuses, and mystery boxes (spheres) that have random effects on the player. They can halve speed, provide a minor boost to speed, or warp the player back to the origin

The additional object is a diamond at the lower half of the gameworld

Prizes now bounce up and down, and are only retrievable for the interval that they are closer to the groundplane. Both players work together to gather prizes, but only player1 can decide how the points are spent to improve both dolphins. Negative/Positive boxes affect both players, warp only affects the player who triggered it.

FAILED REQUIREMENTS

The axes do not work properly as all axes are the same color (green), and seem to flicker on my machine. I was not able to correct either of these issues before the due date. Another, that may be a failed requirement, is how leaving the bounds is handled. As opposed to stopping the player, the camera is thrown back on top of the dolphin should the player move too far away. The reason being that If the player wanted to reach something out of bounds, they would have to remount either way.

MACHINES

METALSLUG, GALIGA, MARIO

ASSETS

All assets came from the provided assets folder on the CSC165 Webpage.