**CSC8503 – Advanced Games Tech**

**Make sure Visual Studio mode is set to x64 and not Win32**

**Keys:**

**Main Menu:**

1 – Play level 1

2 – Play level 2

Escape – Exit game

**Level 1 & 2 & Test Level:**

E – Break away from rope (if attached)

F – Toggle player ball as user controllable

G – Toggle gravity

B – Toggle between basic collision detection and broad phase/narrow phase

L – Decrease constraint iterations

O – Increase constraint iterations

I – Toggle extra information about selected objects

Q – Toggle to / from selection mode

P – Pause

U – Unpause

F1 – Reset level

F2 – Reset camera

Escape – Exit back to menu / Exit pause

**ONLY when selected an object**

LEFT – Add torque along -x axis

RIGHT – Add torque along x axis

UP – Add force along -z axis

DOWN – Add force along z axis

SPACE – Add force along y axis

LEFT SHIFT – Add force along -y axis

5 – Add force along -y axis

7 – Add torque along y axis

8 – Add torque along -y axis

**NOTES: In either level, any player moveable object is displayed in a lightish green colour**

**Checkpoints area low red bar and don’t collide with objects**

**In final column of level 1, the 2 different coloured floors are ice and slime**

**Youtube video link:**