



NATIONAL AUTONOMOUS UNIVERSITY OF MEXICO
ENGINEERING FACULTY
ELECTRICAL ENGINEERING DIVISION
COMPUTER ENGINEERING
COMPUTER GRAPHICS AND HUMAN COMPUTER
INTERACTION



USER MANUAL

“GAMES OF SKILL FAIR”.

INTEGRANTS:

319156715

LABORATORY GROUP: 03

THEORY GROUP: 05

SEMESTER 2025-2

DEADLINE: 20/05/2025

CALIFICATION: _____

Controls

Action	Key/Mouse
Move main avatar	W, A, S, D + mouse
Cameras	
Aerial camera	1
Third person camera	2
Games camera	3
Game camera, turn on and turn off the light	
Axe throwing	B
Batting cage	X
Dice rolling	V
Darts	C
Bowling	M
hits the mole	N
Play animations	
Axe throwing	T
Batting cage	Y
Dice rolling	U
Darts	I
Bowling	O
hits the mole	P

Specific interaction in games

- Axe throwing: Activates an animation in which the axe is swung and thrusts into the target.



- Batting cage: The ball travels into the batting zone, the bat hits it and the bullet is returned to the initial position.



- Dice throwing: A pair of dice is thrown with realistic animation..



- Darts: The dart is thrown at a balloon target, and the balloon explodes on contact with the dart.



- Bowling: Activates the animation of the rolling ball, which impacts and knocks down the pins..



- Hit the mole: The carnivorous plants get out of the pipe and hide.

