# SpaceFarming3D
## Player's Guide

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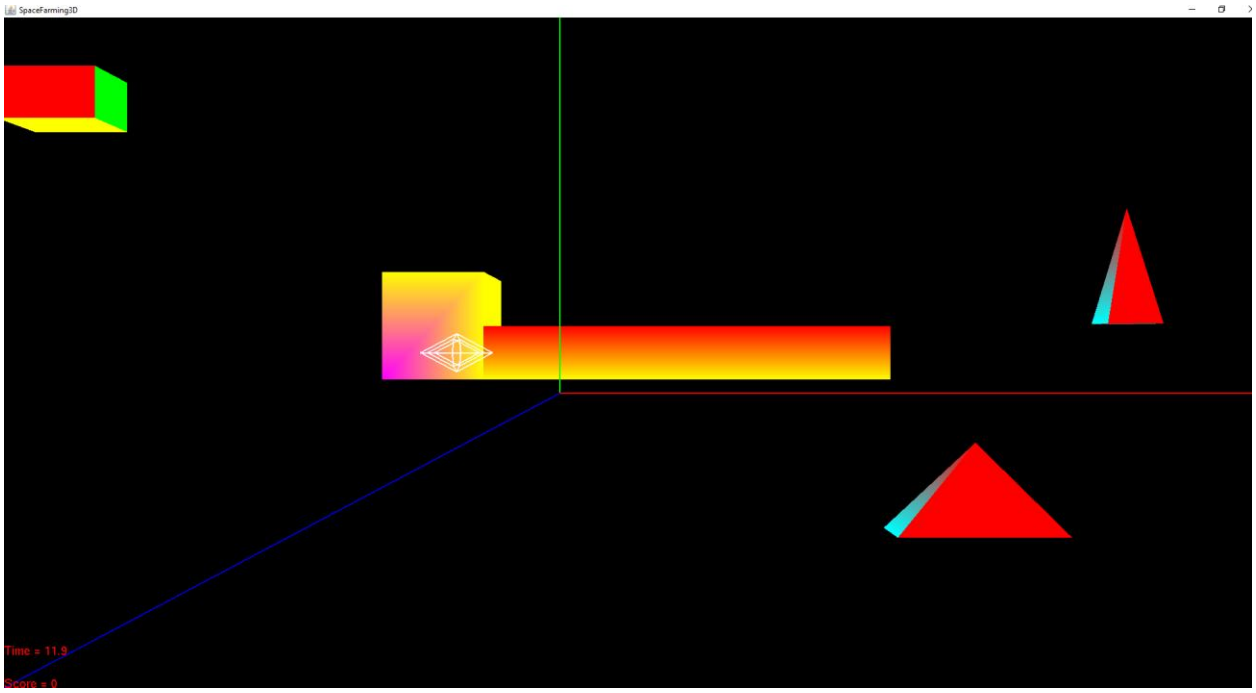
**Screenshot of Initial Screen:**




**How to Compile & Run from Command Line:**

Open the zip folder containing all submitted material. You should see the src and bin folders, as well as the SpaceFarming3D.bat and SpaceFarming.jar files from here. Copy the directory into this folder (i.e. C:\Users\Me\Desktop\CSC165 - A1). Open the text document titled "COPY & PASTE THESE INTO COMMAND LINE TO COMPILE & RUN".

Open the Command Prompt window, type: **cd [directory into folder]**, where the directory is the address you copied earlier. Hit 'Enter'. Copy and paste the remaining lines shown in the text file to compile and run the program. Keep in mind this will only run if you have a compatible GamePad connected.

**Hotkeys:**

*Note*: This game uses inverted camera controls

***Keyboard:***

**'W':** Move camera FORWARD

**'S':** Move camera BACKWARD

**'A':** Move camera LEFT (Strafe left)

**'D':** Move camera RIGHT (Strafe right)

**'Q':** Roll the camera counter-clockwise (GameWorld will appear to roll clockwise)

**'E':** Roll the camera clockwise (GameWorld will appear to roll counter-clockwise)

**'UP Arrow':** Lower camera's line of sight

**'DOWN Arrow':** Raise camera's line of sight

**'LEFT Arrow':** Turn camera view towards the right

**RIGHT Arrow':** Turn camera view towards the left

**'ESCAPE':** Close the game

***GamePad:***

**'Left Joystick':** Moves the camera. Up and down moves camera forward/*backward. Left and right causes camera to strafe left and right.

**Right Joystick':** Controls camera's line of sight.

**'Y':** Close the game

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**How to Play:**

Drive the camera into plants placed around the world to pick them up. Picking one up will score you 10 points and move it into the back of the truck.

**How requirements were satisfied:**

-Starter.java class extends BaseGame and overrides initGame() & update()

-Several objects of varying shapes and sizes representing the plants are added to GameWorld

-The 'Truck' class that defines the truck object placed in the GameWorld extends sage.scene.TriMesh and is created by vertices explicitly specified by me.

-All required hotkeys are handled by Action classes, and attached to keyboard and GamePad components

-All 3 world axes are shown, represented by different colors

-Both HUD elements are on bottom left of screen

-Plants are correctly moved onto back of truck upon camera collision

**GamePad Used:** Logitech F310 GamePad

http://gaming.logitech.com/en-us/product/f310-gamepad

**Errors / Problems I've run into:** For some reason, using im.getKeyboardName() doesn't return my primary keyboard controller. It may do so for the machines in RVR5029 but I have to look through the array of detected controllers connected to my computer at home and find which element my actual Razer Chroma BlackWidow Ultimate is located in, and then use im.getKeyboardController(index) to retrieve the string in order to keybind controls to it.

**Computer Used to Test Game:** In the room RVR 5029, I used the machine labeled 'QUAKE', and it ran successfully. The only thing I noticed was that it took about 20-30 seconds for the computer to recognize the GamePad, so starting the program prior to getting the notification caused the game to not load.

The machine directly next to it on its right was the first one I tried to test the game on (labeled 'WARCRAFT'), but it failed to create a display window. I'm assuming this is because it might be one of the machines that uses an AMD video card.