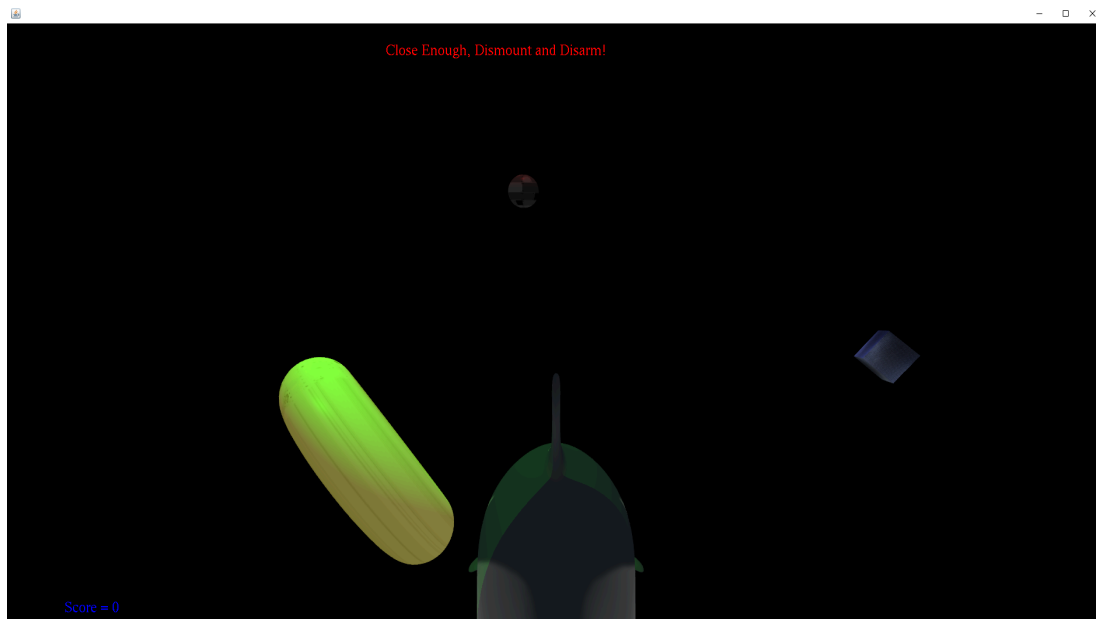


1. Paul Arnett | CSC165-02 | A1 – Dolphin Mission
- 2.



- 3.

Game Objective:

Go through the wormhole and disarm the 3 satellites. If your dolphin gets too close, the satellites will explode and you lose the game. So make sure to dismount and get close enough to disarm them.

Controls:

Keyboard

- W/S - Moves character forward and backward
- A/D - Look left and right
- Up/Down - Look up and down
- Space - Dismount and remount
- R - Restart game
- Esc - Exit game

Gamepad

- Left Joystick - Moves character forward and backward
- Right Joystick - Look up/down/left/right
- Button B(Xbox) - Dismount and remount

4. My additional manual game object is a wormhole that the player goes through at the start of the game. It is essentially a hollow rotating rectangle.

5. HUD messages:
 - a. Score - increases by 100 per satellite disarmed
 - b. gameMessage - Displays game messages depending on what is happening in game.
6. The only changes made to TAGE were the required yaw() and pitch() methods in both the GameObject and Camera classes.
7. Was able to get all requirements working
8. I added a restart button for the keyboard and in addition to the required gamepad controls I added pitch and dismount/remount buttons.
9. All Assets:

From TAGE examples - Dolphin_HighPolyUV.png, dolphinHighPoly.obj

Made myself - Tunnel.jpg, metal_idle.jpg, metal_disarmable.jpg, metal_disarmed.jpg

Detonation.jpg - <https://www.pexels.com/photo/red-and-orange-galaxy-illustration-41951/>
Use policy - <https://www.pexels.com/license/>

Metal2_idle - https://texturelabs.org/textures/metal_282/
Use policy - <https://texturelabs.org/terms/>

Metal3_idle - https://texturelabs.org/textures/metal_199/
Use policy - <https://texturelabs.org/terms/>

Used above textures and added color to them - Metal2_disarmable.jpg, metal2_disarmed.jpg, metal_disarmable3.jpg, metal_disarmed3.jpg
10. Tested game on ECS-SNEEZYMUD