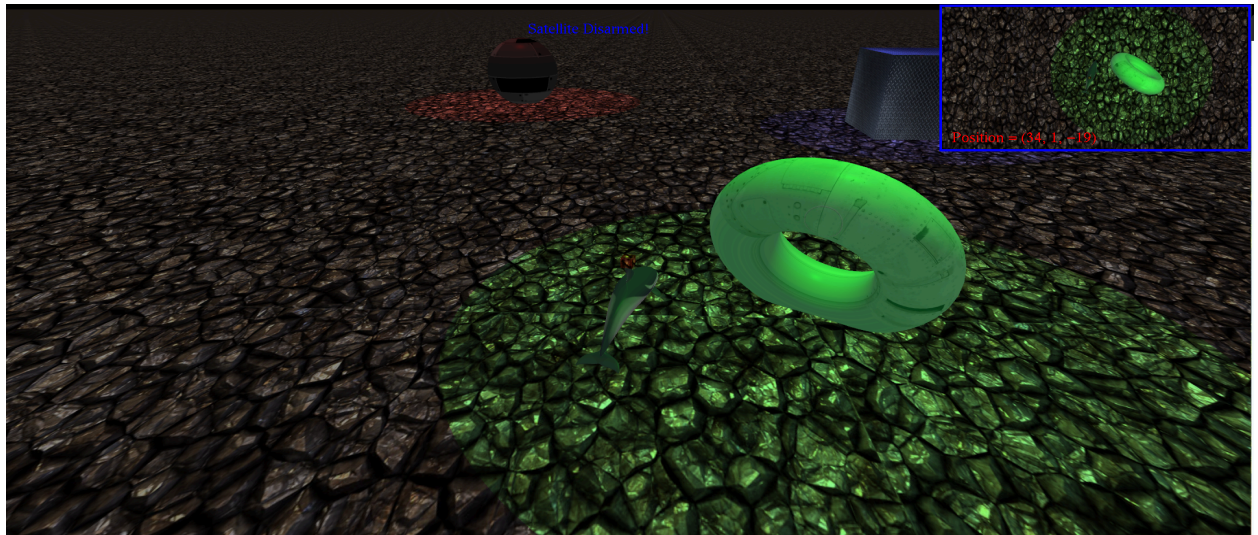


1. Paul Arnett | CSC165-02 | A2 – Dolphin Mission
- 2.



3. Movement Controls + disarm:

#### Keyboard

- W/S - Moves character forward and backward
- A/D - Turns character left and right
- E - Attempt to disarm satellite

#### Gamepad (XBOX)

- A - Moves character forward
- Left Joystick - Turns character left and right
- X - Attempt to disarm satellite

4. OrbitCamera and Minimap Controls

#### Keyboard

- C - enter camera mode
  - W/S - Orbit camera up and down (in camera mode)
  - A/D - Orbit camera left and right (in camera mode)
  - 1 - Zoom camera in
  - 2 - Zoom camera out
- Up/Down arrow - pan minimap up and down
- Left/Right arrow - pan minimap left and right
- PageUp/PageDown - zoom minimap in/out

#### Gamepad (XBOX)

- Y - enter camera mode
  - Right Joystick - Orbit left/right/up/down (in camera mode)
  - Left Joystick - zoom camera in/out (in camera mode)

Other Controls:

Keyboard

R - restart the game

3 - turn axis lines on/off

5. The node controllers I used were the built in rotation controller and a shake controller that I built. The rotation controller is used on two of the satellites when disarmed. The shake controller is used on the third satellite when disarmed.
6. The small objects added to the SceneGraph are satellite cores. When the player disarms a satellite they will collect a core and it is visible above the avatar. Once all 3 cores are collected the player wins the game.
7. Changes to TAGE:
  - a. Added the shakeController to the nodeControllers package.
  - b. Added the CameraOrbit3D class.
  - c. Changed the HUDmanager to allow for 3 HUD messages
  - d. Added globalYaw() to GameObject
8. Was able to get all requirements working

9. All Assets used:

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/](https://texturelabs.org/textures/metal_282/)

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

Metal3\_idle - [https://texturelabs.org/textures/metal\\_199/](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

Ground.jpg - [https://texturelabs.org/textures/stone\\_129/](https://texturelabs.org/textures/stone_129/)

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

10. Tested game on ECS-XCOM

11. Addition changes:

- a. Player enters portal to start the game
- b. Restart button
- c. By attempting to disarm and failing, the player loses 50 points