UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO

FACULTAD DE INGENIERÍA

DIVISIÓN DE INGENIERÍA ELÉCTRICA

INGENIERÍA EN COMPUTACIÓN

LABORATORIO DE COMPUTACIÓN GRÁFICA e
INTERACCIÓN HUMANO COMPUTADORA

Final project

Technical manual

members:

Olvera Martínez Rodrigo Iván Account number: 314036731
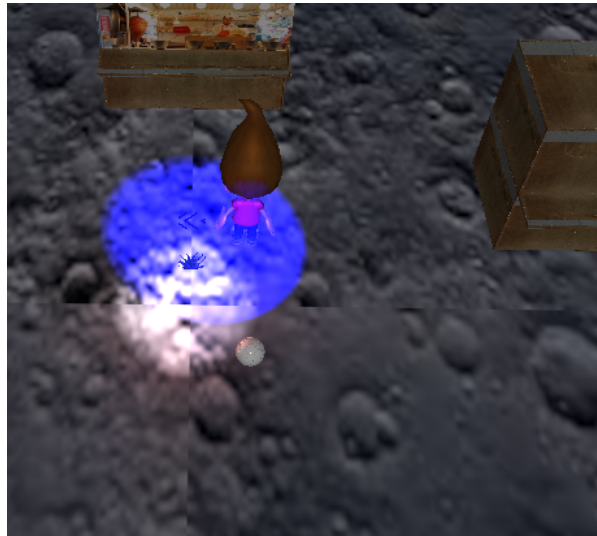
Laboratory Group: 02

Edgar Salazar Serrano Account number: 416101630

Laboratory Group: 10

Semester 2023-1

The setting is made up of a skybox of a nebula with a floor or path of the moon where our character Jimmy Neutron and Shrek are located.
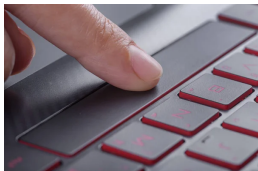
Light show: press letter "X"

Launch of the rocket with counting: press space bar

Movement of our avatar (Jimmy Neutron): With the UP, DOWN, LEFT AND RIGHT keys we will be moving Jimmy within our entire XZ plane to where we want to go

Also with the same spacebar: Jimmy kicks the ball

Ice cream truck moving automatically