Features implemented beyond the minimum requirement :

- Water : we implemented water on our terrain, with reflects of the mountains and the sky, and transparency in order to see the terrain that is under water.
- FPS view that works with the mouse : realistic camera mouvements like in FPS games. Commands to use it : to enter the FPS mode with the mouse, press on F key. (More details below)
- Jump and gravity for camera : small physical engine that makes camera falls, accelerates and decelerates smoothly. Commands to use it : you must be in mode 2 to use this, and you use it with the space key.
- Control mode : when your press on ctrl key, you enter a special mode where you only look at the center of the map and you can move around. Commands to use it : ctrl key to enter the mode, then arrow keys to rotate and shift + up/down keys to zoom/dezoom. To quit the mode, press again the control key.

Commands :

Modes :

- 1 : Fly-through (normal)
- 2 : Walk mode
    - Space : jump
- 3 : Fly-through speeded
- ctrl : Control mode
- F : FPS mode : works only when you already are in mode 1, 2 or 3
    - Same commands as for 1, 2 and 3 except :
    - A : straf left
    - D : straf right

Commands for modes 1, 2 and 3

- A : rotate left
- S : move backward
- D : rotate right
- W : move forward
- E : look up
- Q : look down

Bézier command :

- V : add position (at least 3 positions)
- B : launch Bézier
- C : clear all positions