

User manual

The project is hosted on GitHub at: <https://github.com/SamuelSnowball/Major-Project>

To see a quick overview of how the project evolved go to: Major Project/screenshots/evolution of the project. You can also view the sprint additions file for more information, or even the full product backlog.

Compatibility

Recommended browser **Firefox**

Please ensure you have the latest version of Firefox and your graphics drivers are up to date.

Supported browsers and operating systems:

- Firefox, Windows 10
- Firefox, MacOSX
- Firefox, Linux Mint
- Chrome, Windows 10

How to run the project

Please use Firefox on any OS, or Chrome in Windows 10, note your browser must support WebGL v1.0 run the project.

Check if your browser supports WebGL (v1.0) : <http://webglreport.com/>

However, the project must also be on one of the above supported browsers.

This project needs to be **run on a local server**. However there is a version already running on a local server, this is simply to save moving the files onto a local server yourself. It is located at:

<http://users.aber.ac.uk/sds10/Major-Project-V2/Major-Project/Major%20Project/>

(perhaps the file permissions could be looked at to show it was not changed after the hand in date!). The only things changed between this version and the uploaded version is the water sound level and the user colour on the minimap.

However, the documentation on the above server be a few days out of date – as the software is being hosted there today (4th May), but the documentation will be updated over the next few days. So do not check the documentation on that server – it is just there so you do not have to build a version yourself.

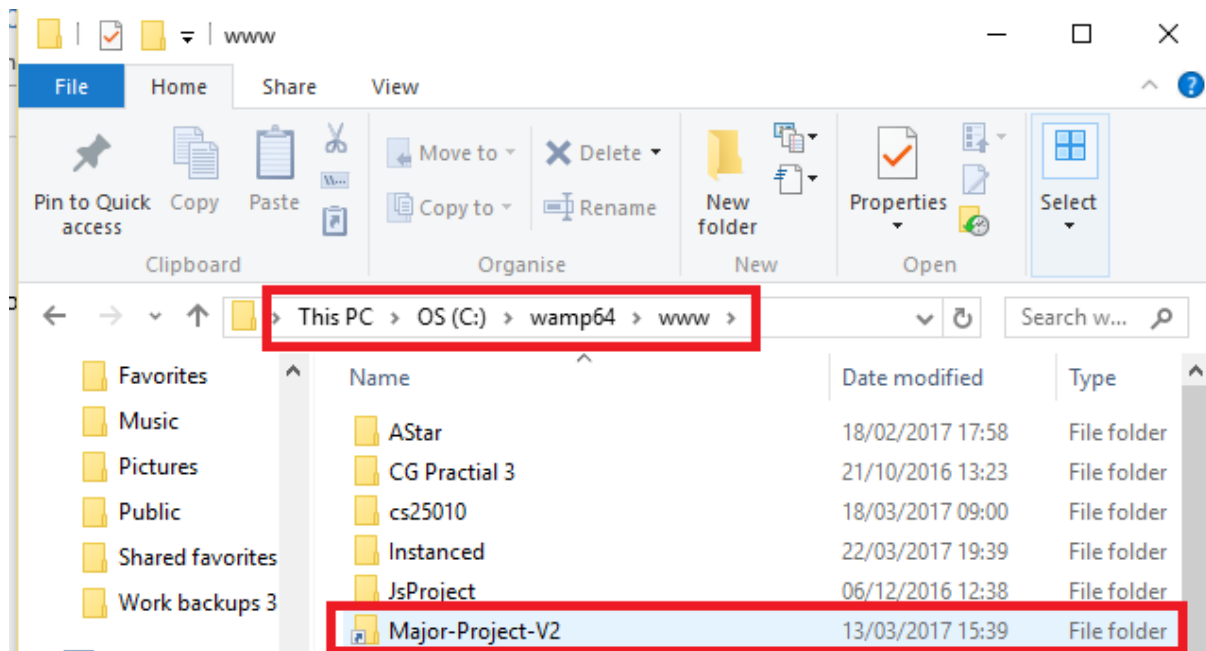
On Windows you can use a WAMP server to host the project:

<https://sourceforge.net/projects/wampserver/>

The apache server will also work:

<https://httpd.apache.org/download.cgi>

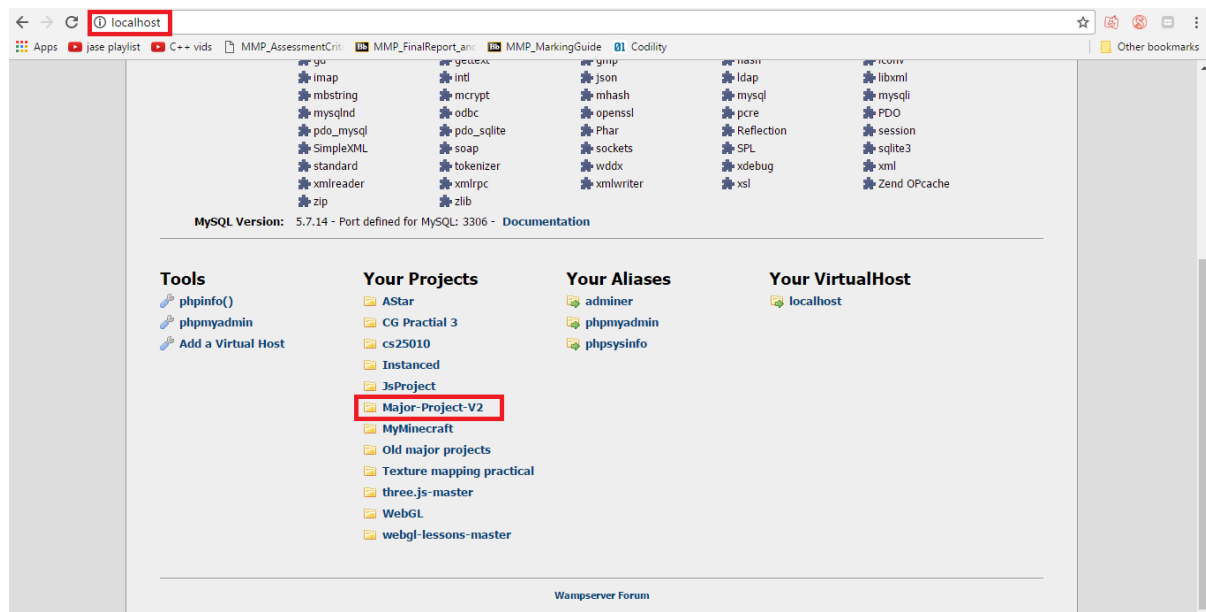
Extract the source files to the www folder of the WAMP server, or equivalent.



Once hosted, navigate to: localhost/major-project-v2/Major-Project/Major Project/

The index file will run automatically once you have navigated to the correct directory.

You may have to do a hard refresh of the localhost for it to update. To do this, hold control and press F5 whilst in a browser. If the directory structure is different than the one above, just navigate to the localhost, and click through the folders until the index file runs.



When you click on the Major-Project-V2 folder it may remove the localhost/ from the URL. Just make sure the URL is localhost/Major-Project-V2, not just Major-Project-V2/

Controls

Once the scene has opened, **click on the window to lock the pointer**. If you wish to change the scene properties, press escape, change the properties and then click back on the scene afterwards to re-lock the pointer.

To look around, use the mouse whilst the pointer is locked.

To move around, use the following keys:

- W (forward)
- S (backward)
- R (rise)
- F (fall)

To move left/right, you can just look to the left/right then move forward.

Scene interaction

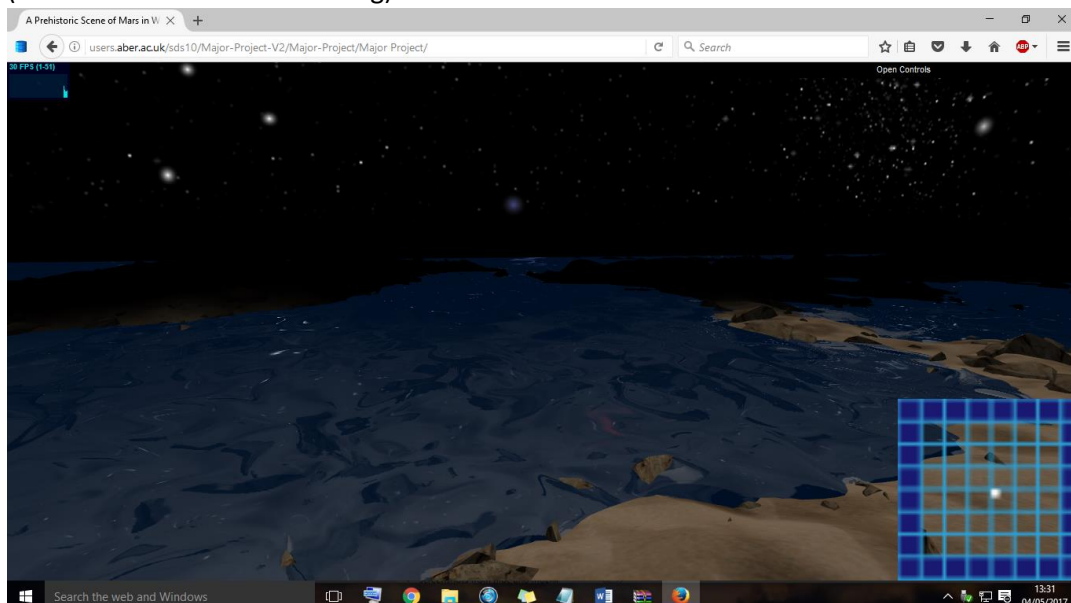
Make sure your mouse is clicked on the window to lock the pointer!

The user has the ability to change:

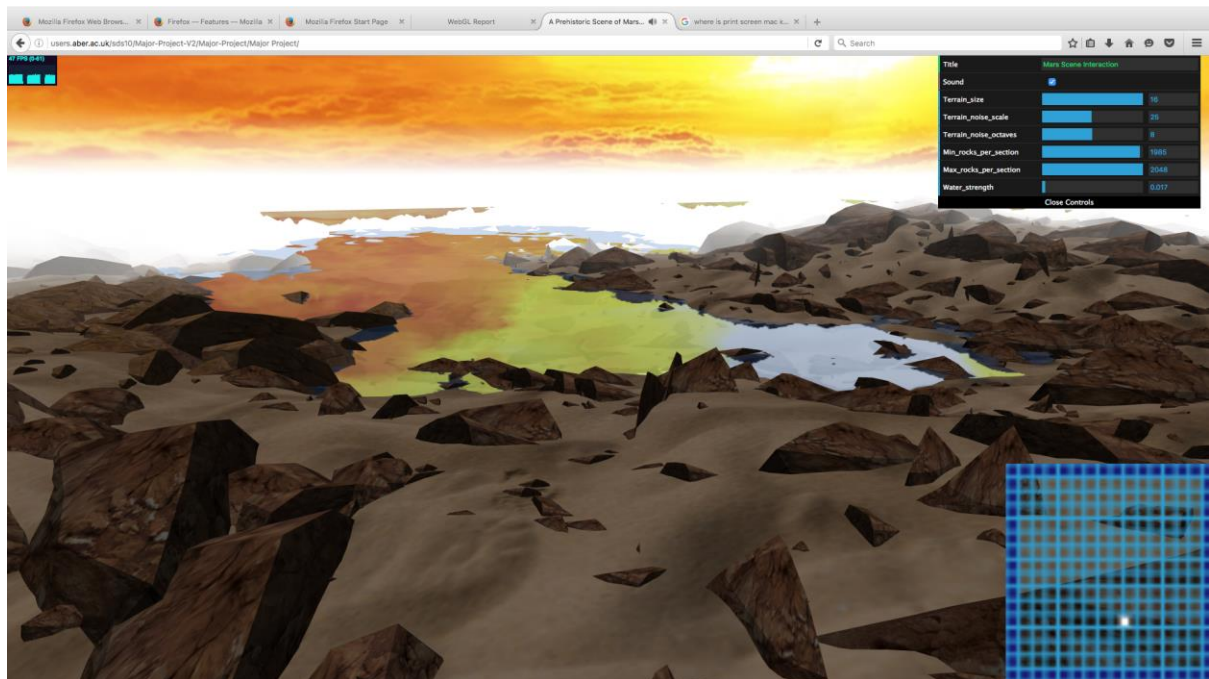
- Sound on/off
- Terrain size
- Terrain noise scale
- Terrain noise octaves
- Min rocks per section (Note, this must be less than the max per section!)
- Max rocks per section
- Water strength

Browser testing

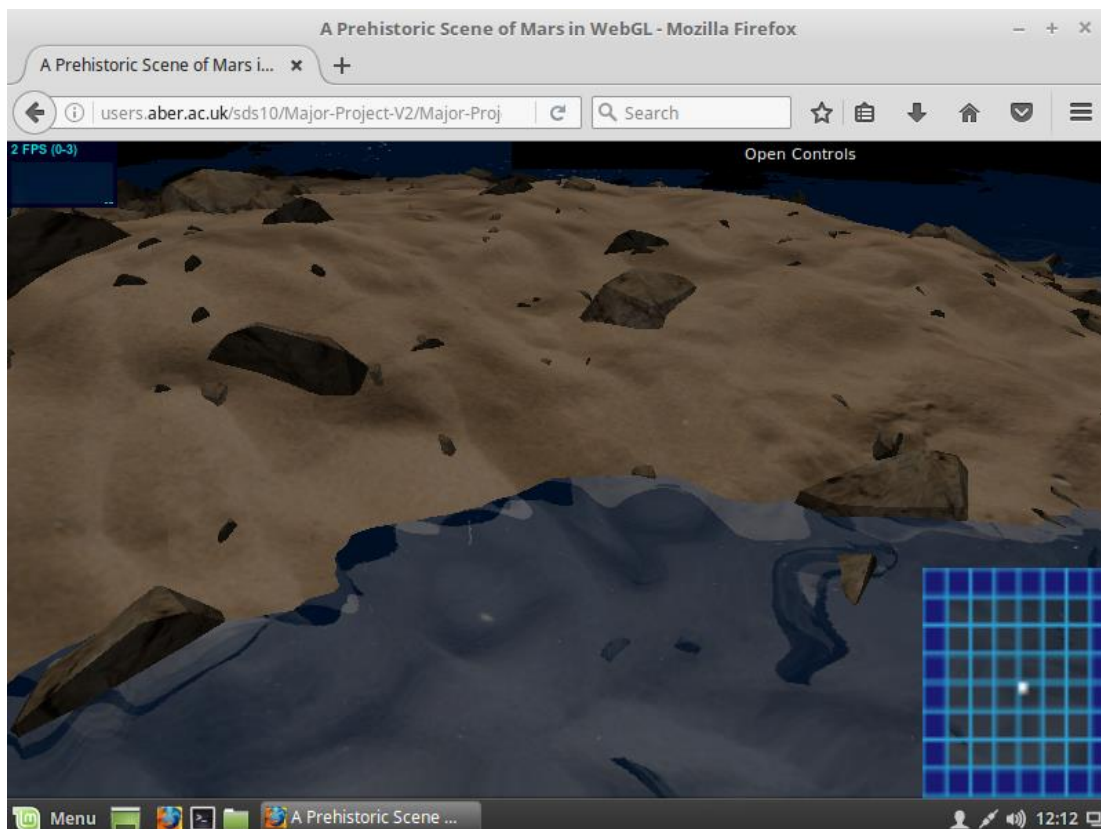
(Firefox in Windows 10 working)



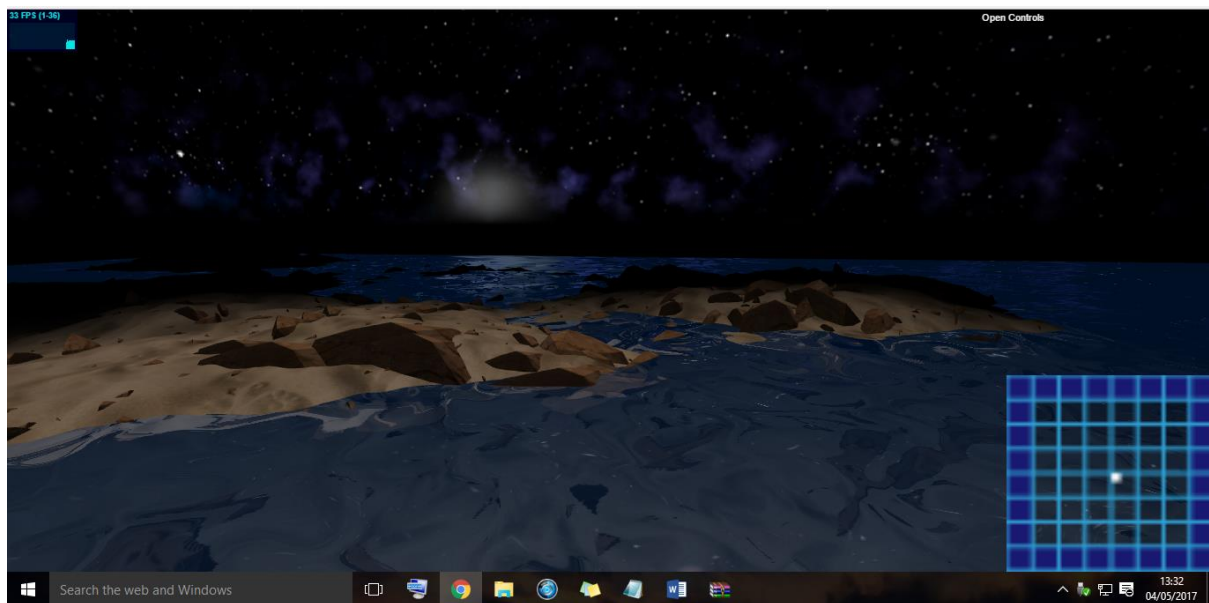
(Firefox in MacOSX working)



(Firefox in Linux working)



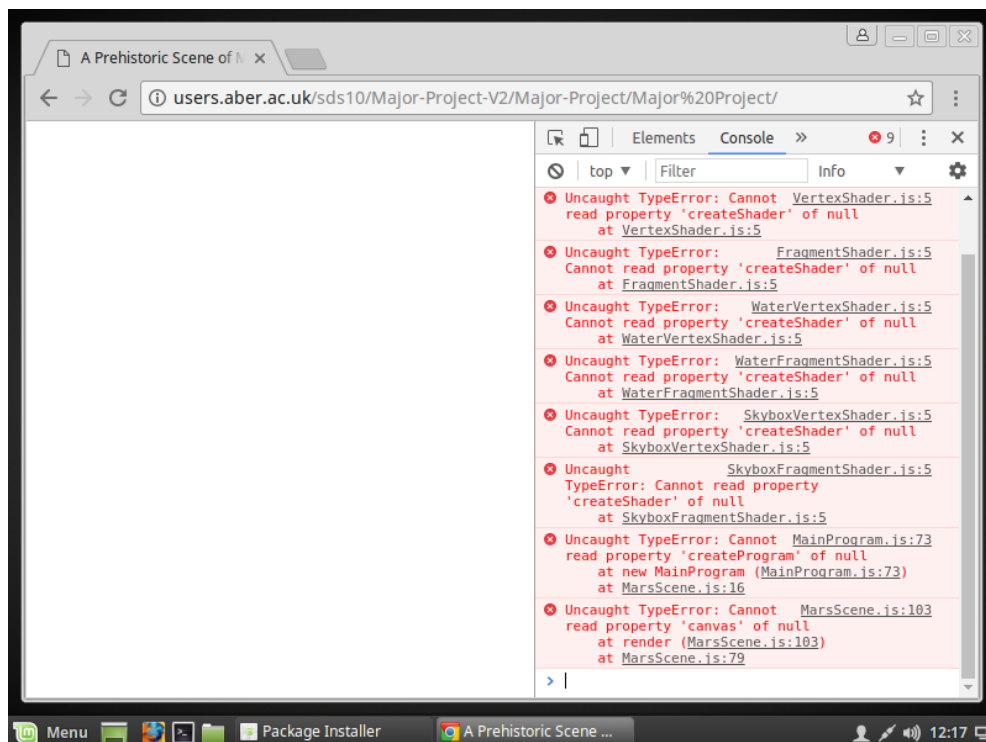
(Chrome in Windows 10 working)



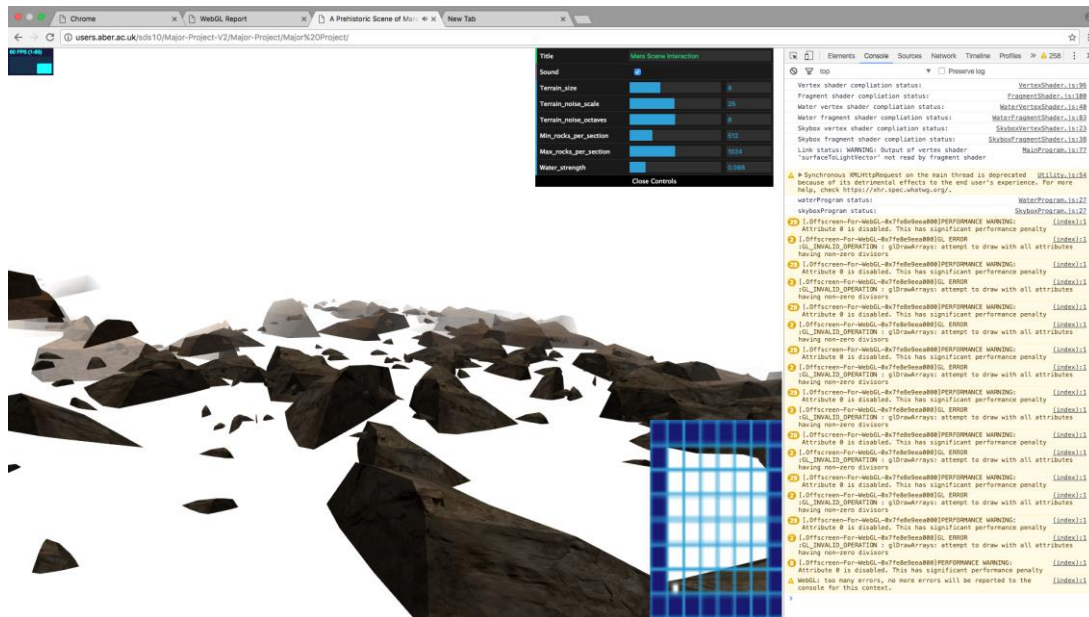
Operating systems/browsers not supported

- Chrome in Linux. The project didn't run on Chrome on a Linux machine in the Delphinium. It was also tested within a Linux mint VM and also didn't work. This may be due to the hardware OR the browser – the project may or may not be the issue.
- Chrome on MacOSX. Only the rocks render. No terrain or water. Again, this could be an issue with the Orchards Macs hardware and or browser version.

(Not working on Chrome in Linux, image below)



(Not working fully on Chrome in MacOSX, image below)



Browsers that aren't supported at all (they haven't implemented WebGL properly)

- Safari
- Chromium
- Internet explorer
- Edge