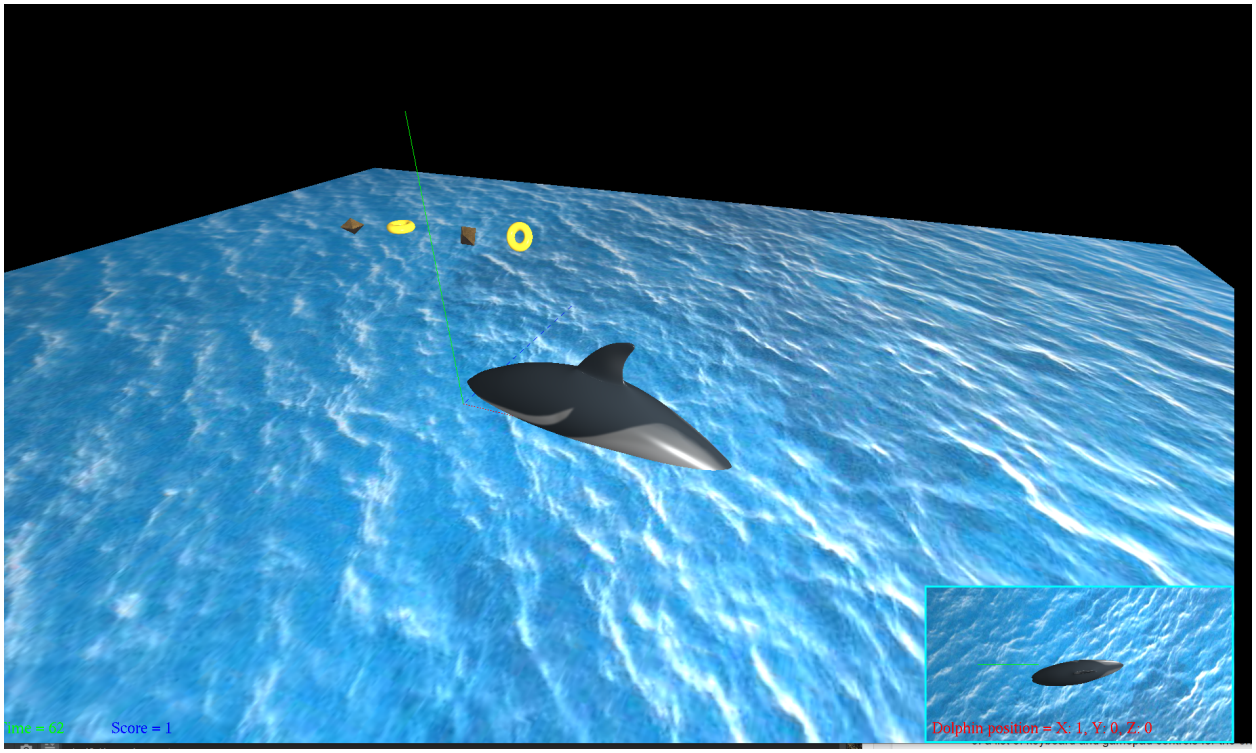
Samantha Trevino
CSc-165 Section 1

A2 - Dolphin Quest 2

2. a screenshot (JPG file) showing a typical scene from your game



3. how your game is played, and the scoring.

Welcome to Dolphin Quest 2! The object of the game is to get the highest score you can without hitting the spike shaped bricks. Collect the golden rings to earn points, but watch out, because the spikes are protecting the rings. Each ring is worth 1 point. If the player runs into the spikes, they die and the game closes. Using a gamepad with a keyboard is recommended. Control the dolphin with the left stick on the gamepad (or use WASD) and use the right stick to control the camera. Use the arrows on your keyboard to move the map, the keys 1 and 2 will zoom in and out of the mini map. Use the 1st and 2nd button on the controller (usually X and circle on a playstation controller, or A and B on an Xbox controller) to zoom in and out of the dolphin. Press the spacebar on the keyboard to toggle on and off the axes in the center of the playing field. Press B on the keyboard to bounce the dolphin up and down in its location. The camera will not pass the ground plane nor go all the way over the dolphin.

4. a list of keyboard and gamepad controls for moving the dolphin

On keyboard:

W key - Move the dolphin forwards

A key - turn dolphin to the left
S key - Move the dolphin backwards
D key - turn dolphin to the right

On gamepad:

Use the left stick - Left to turn dolphin left
- Right to turn dolphin right
- Up to move the dolphin forwards
- Down to move the dolphin backwards

5. a list of keyboard and gamepad controls for the orbit controller

Keyboard:

None

On gamepad:

Use the right stick - Left to turn the camera left
- Right to turn the camera right
- Up to elevate the camera up
- Down to elevate the camera down

Button 2 - increases radius from dolphin
Button 1 - Decreases radius from dolphin

6. a list of keyboard and gamepad controls for zooming and panning the overhead viewport

On the keyboard:

Left arrow - pan overhead to the left
Right arrow - pan overhead to the right
Up arrow - pan overhead to up
Down arrow - pan overhead down
1 Key - Zoom in
2 Key - Zoom out

7. a description of your node controllers and what they do

The rotation node activates when a player has reached a prize. After they collect it for the first time the prize will then rotate in it's next location.

I made a bounce node controller that is attached to the dolphin, it causes the dolphin to bounce up and down on a cycle. Press B on the keyboard to toggle this on and off.

8. a description of your use of scenegraph parent/child relationships and their effect in the game.

I have the spikes/diamonds set up as childs of the prizes. This allows a clean rotation of the spikes around the prizes, and when the prize is collected, the spike moves to the next location with them.

9. a clear list of all changes you made to the TAGE engine

Added cameraPanSide and cameraPanVert to the camera class. These methods slide the camera left, right, up, and down so that the view is still flat to the ground plane, but the section of the ground plane is changed.

I added a BounceController class to the node Controllers

10. a list of any requirements that you weren't able to get working.

N/A. Everything in the requirements has been done. Although, it started loading with a strange black border around the main viewport. It appears on the top and on the right. I couldn't figure out why they were there, but they do not hinder the game play.

11. a list of anything special that you added beyond what was specified in the requirements

12. a list of every asset used in your game, and whether you made it. For each asset that you didn't create yourself, indicate where you got it, and provide clear evidence that it is legal for you to use in this game (such as written permission, or a posted license). If an asset was copied from the distributed TAGE examples, just state that.

Models:

- Dolphin: given in examples
- Torus: a part of tage
- Diamond: manually built from vertices.
- Ground plane: a part of tage

Textures:

- Dolphin: given in examples
- Torus: made in paint by me
- Diamond: brick texture given in examples
- Ocean texture: wallpaperaccess.com https://wallpaperaccess.com/ocean-texture

"A collection of the top 49 Ocean Texture wallpapers and backgrounds available for download for free. We hope you enjoy our growing collection of HD images to use as a background or home screen for your smartphone or computer. Please contact us if you want to publish an **Ocean Texture** wallpaper on our site."