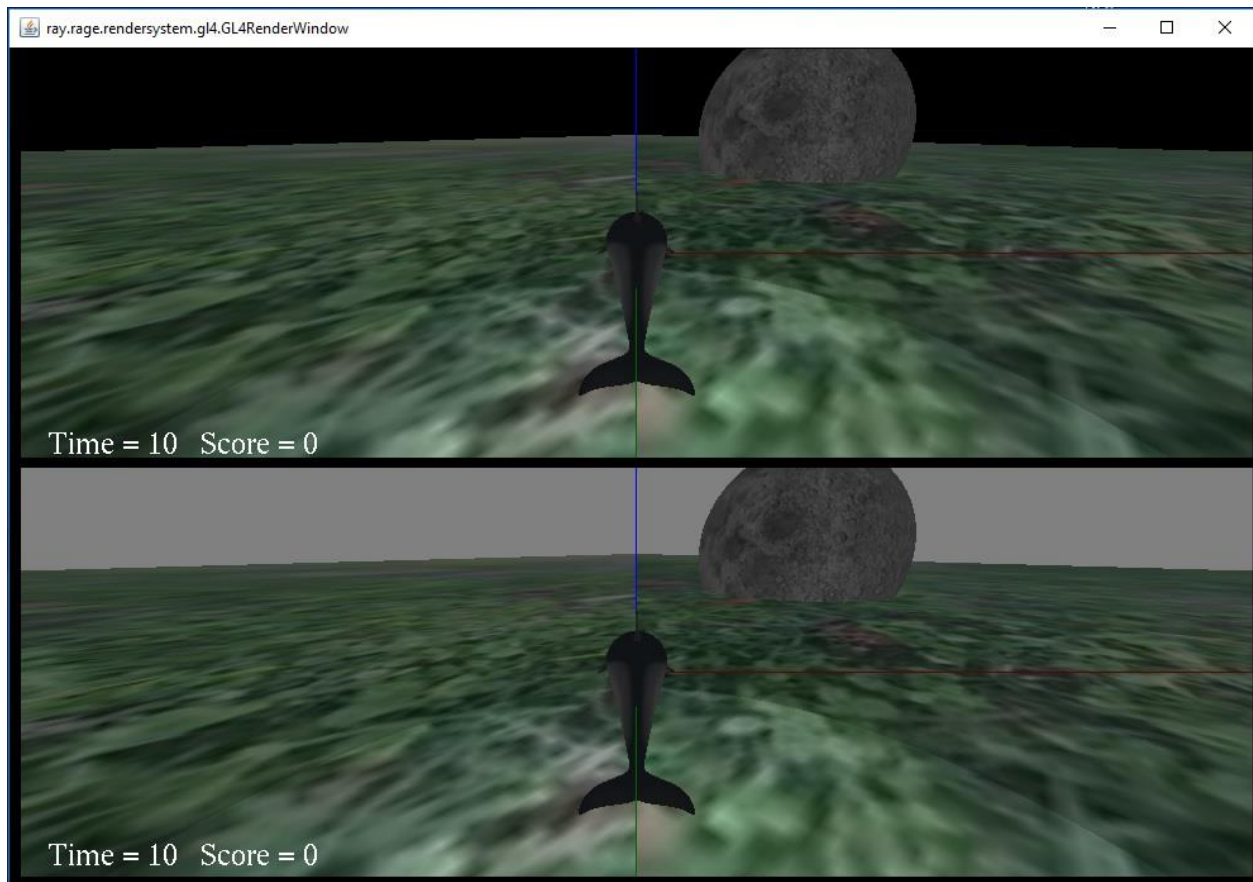# Tingting He

Screenshot of a typical scene from my game:

How to compile and run my program from a command window:

Double click run.bat to run my program

List of Inputs:

For user using gamepad:

Left Joystick: Press to move the dolphin forward/backward/left right

Right Joystick **RX**: Press to rotate the dolphin left/right

Button **LT/RT**: Press to zoom in/out the camera

POV: Press to move change the camera up/down/left/right on the D Pad

For user using keyboard:

Key **W/S/A/D**: Press to move the dolphin forward/backward/left/right

Key **N/M**: Press to rotate the dolphin left/right

Key **I/O**: Press to zoom in/out the camera

Key **up/down/left/right arrow**: Press to change the camera up/down/left/right

Scoring:

When the player finds a new planet and reaches it, the score increases 5 point.

Node Controller:

First Node Controller: Control the dolphin to breath.

Second Node Controller: Applied to a planet when it is first visited by one player. The planet will change the size from big to small and repeat doing it.

Third Node Controller: Applied to a planet when it is first visited by another player. The planet will move forward and backward and repeat doing it.

Group/Child node relationship:

The planet3 is the parent of planet33. It lets the planet33 rotate around the planet3 as a circle.

Camera Control:

It's an orbit camera and it's an orbit controller.

Not able to get working:

I have everything worked in here.

Asset used in the game:

1. Blue.jpeg
2. Bright-blue.jpeg

3. Bright-green.jpeg
4. Bright-red.jpeg
5. Default.png
6. Dolphin_HighPolyUV.png
7. Earth-day.jpeg
8. Earth-night.jpeg
9. Moon.jpeg
10. Red.jpeg
11. Earth.obj
12. DolphinHighPoly.obj
13. DolphinLowPoly.obj
14. Default.mtl
15. Dolphin.mtl
16. Earth.mtl
17. Moon.mtl
18. Ground.jpeg

Assets from number 1 to number 17 are from Professor Gordon's example.

Asset for number 18 is taken by me.