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COMPUTADORA



USER MANUAL

Account Number: 319111347

THEORY GROUP: 05

SEMESTER: 2025-2

DEADLINE: 20/05/2025

GRADE: _____

USER MANUAL

Camera Control with Keyboard

The project features an interactive camera system that allows the user to explore different perspectives of the environment. Each key is assigned to a specific view or movement, enabling fast and intuitive navigation. Below are the functions of each key:

Movement Keys:

- W – Forward

Pressing W makes the character Blade move forward and starts the walking animation.

- A - Left

Pressing A makes the character Blade move to the left and starts the walking animation.

- D - Right

Pressing D makes the character Blade move to the right and starts the walking animation.

- S - Backward

Pressing S makes the character Blade move backward and starts the walking animation.

Camera Keys:

- F – Blade Camera

Pressing F activates the character's point-of-view camera. This camera follows the character as they move and also indicates the direction in which they will move. It interacts with mouse movements.

- G – Aerial View

The G key activates an elevated camera that provides an aerial view of the entire environment. It's useful for getting an overview of the area and quickly locating the different stands.

- H – Axe Throw Stand

Pressing H positions the camera in front of the axe-throwing game stand, providing a clear view of the target and the throwing area. Once the camera is activated, the axe-throwing animation begins.

- J – Bowling Stand

Pressing J moves the camera to the bowling stand, allowing the user to view the lane. Once the camera is activated, the bowling animation begins.

- K – Dice Stand

The K key focuses the camera on the dice stand, providing a direct view of the area where the dice are rolled and observed (game table). Once the camera is activated, the dice-rolling animation begins.

- L – Batting Cage Stand

The L key activates the camera positioned in front of the batting cage, allowing the user to observe the ball being hit and its trajectory. Once the camera is activated, the batting animation begins.

- M – Darts Stand

Pressing M directs the camera to the darts game stand, focusing directly on the dartboard and the throwing area. Once the camera is activated, the dart-throwing animation begins.

- N – Whack-a-Mole Stand

This key positions the camera in front of the whack-a-mole game, allowing the user to observe when the moles go down. Once the camera is activated, the animation of hitting the moles begins.

- Q – Free Camera

With Q, the user can activate a free camera that allows manual navigation throughout the environment.

Use the arrow keys to move and the mouse to control the camera's direction.

Light Interaction Keys:

- O - Inazuma Stand

With O, the user can turn on or off the lights of the Inazuma stand (Genshin Impact). These lights can be turned on both during the day and at night.

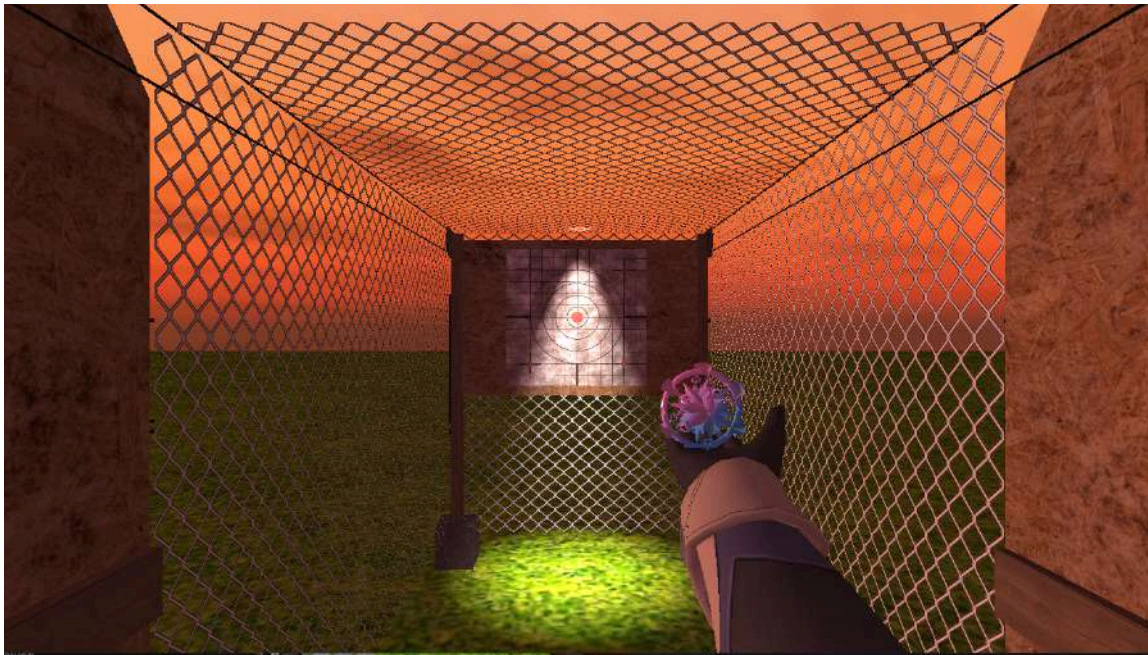
- P - Hot Dogs Stand

With P, the user can turn on or off the lights of the Hot Dogs stand. These lights can only be turned on during the day.

Animations within the Stage

There are a total of 11 animations on the stage, 6 of which belong to the stands, 4 belong to the NPCs, and 1 belongs to the walking character.

Stand Animations: Each animation has a preliminary animation where a coin payment is made to be able to play the game.

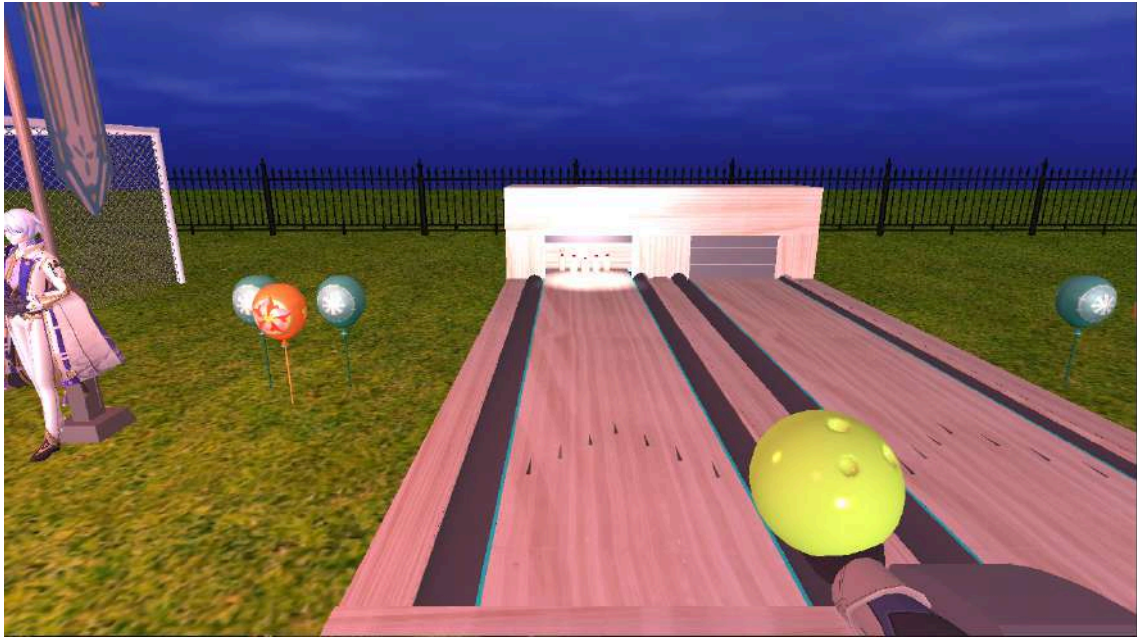


Once the payment animation is completed, the animation related to the game at that stand begins.

- **Axe Throw Stand:** The axe is thrown at the marked red spot.



- **Bowling Stand:** The ball is thrown twice. In the first throw, it makes a strike, and in the second throw, the ball goes down one of the side lanes.



- Dice Stand: The dice are thrown onto the table, then spin in the air and land on the table.



- Batting Cage Stand: The bat is raised to intercept and hit the ball, which is then launched toward the netted area.



- Darts Stand: A total of 3 darts are thrown; with each throw, a visible balloon is popped.



- Whack-a-Mole Stand: The character lifts the hammer twice, hitting half of the moles each time.



NPC Animations

- Neuvillette: His animation consists of sipping from a glass. He is located next to the Ferris wheel.



- Artem: His animation shows him reading a legal book (since he is a lawyer), flipping through the pages to simulate reading. It's a characteristic trait of his character. He is located next to a table near the carousel.



- Ice Cream Stand: Marius (the person in charge of the stand) prepares an ice cream cone.



- Trash Can: Walks back and forth along the path in front of the dice stand while flexing his muscles.

