**CPSC 3710 Project Tutorial**

**Compiling**

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In order to compile this program, type the bash command:

make -f bootMake

**Using the Program**

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The Robot starts in a corner in the city. The following buttons perform the following actions:

F1: Turn the Robot’s head to face forward. This is the default view.

F2: Turn the Robot’s head to the right.

F3: Turn the Robot’s head to the left.

F4: Returns the LookAt view to its default setting.

F5: Change view to Robot’s front-left corner.

F6: Change view to Robot’s back-left corner.

F7: Change view to Robot’s back-right corner.

F8: Change view to Robot’s front-right corner.

F9: Change view to Robot’s distant front-left corner.

F10: Change view to Robot’s distant back-left corner.

F11: Change view to Robot’s distant back-right corner.

F12: Change view to Robot’s distant front-right corner.

z: Move Robot forward. Only possible if the Robot is not beyond the city’s boundaries

q: Turn Robot left. Only possible at intersection.

a: Turn Robot right. Only possible at intersection.

p: Pauses the game.

r: Returns the Robot to the point of origin.

Left Click: Destroy buildings