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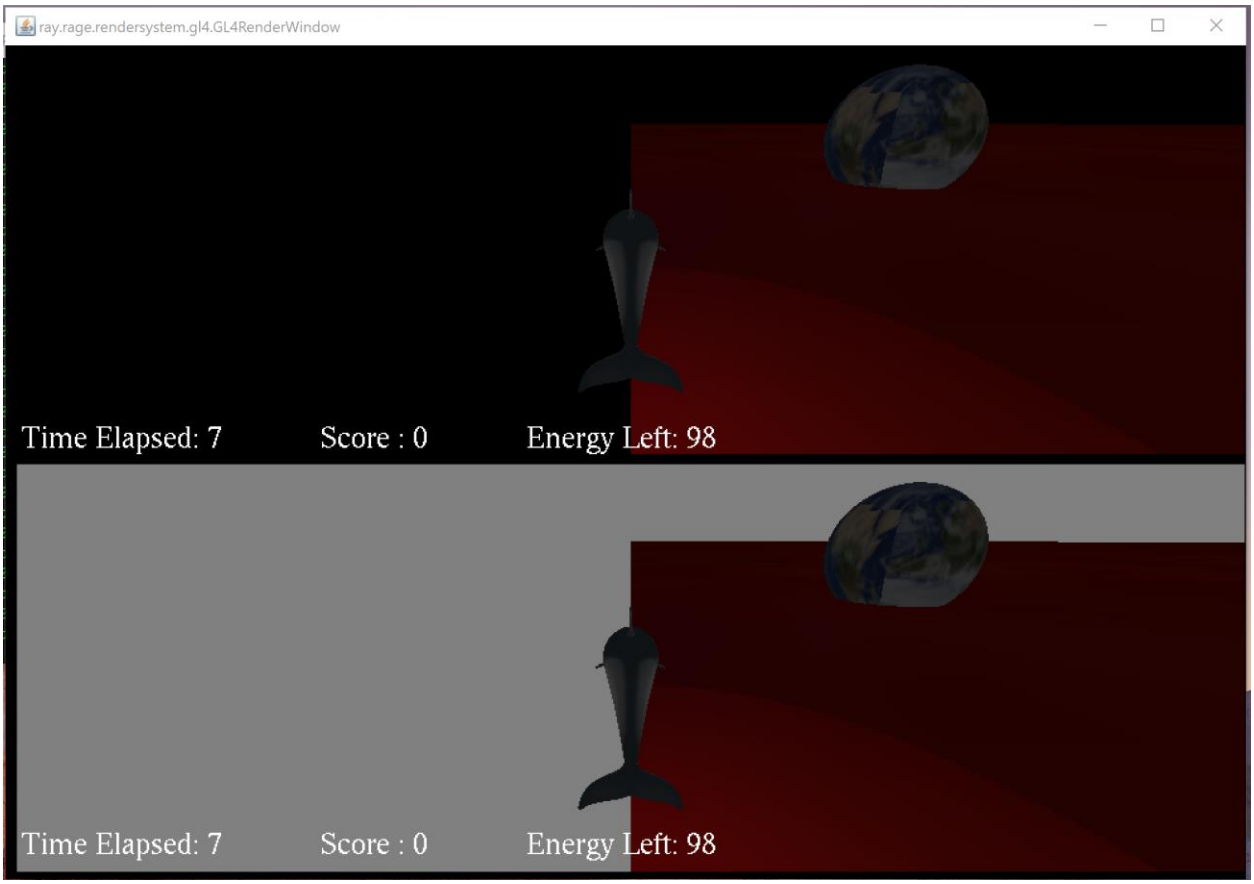
CSC 165

Player's Guide

1. Typical Scene from the game



2. How to compile and run the program

To run the above game from the command line, simply open a new cmd, change the directory to the one where the game is located. Then type "compile", and then "run".

3. How the game is played

In the beginning, both the players (dolphins) are spawned at the exact same location.

You have an energy level, which if depleted for either player, the other player wins.

Your goal is to get to all the planets first. If a planet is visited by one player, it cannot be visited by the other player, so be quick

If you want to replenish your energy, then you need to go to the home base to replenish

Keyboard Controls	
W	MOVE FORWARD
S	MOVE BACKWARD
A	MOVE LEFT
D	MOVE RIGHT
Q	ROTATE LEFT
E	ROTATE RIGHT

Gamepad Controls (XB1 used)	
LEFT STICK UP	MOVE FORWARD
LEFT STICK DOWN	MOVE BACKWARD
LEFT STICK LEFT	MOVE LEFT
LEFT STICK RIGHT	MOVE RIGHT
RIGHT STICK LEFT	ROTATE CAMERA LEFT
RIGHT STICK RIGHT	ROTATE CAMERA RIGHT

4. Description of Node Controllers

WobbleController: It is applied to a planet when a planet is visited.

Stretch Controller: Taken from supplied code

5. Group/Child Node relationships

For this, I have created a planetNode and then made all the other planets as children of the planetNode. Furthermore, I have made pretty much all of the nodes children of one gameWorldObjectsNode.

6. Camera Control

I have used orbit camera and it is an orbit controller

7. List of requirements that I was not able to complete

The only thing I was not able to implement is another node controller as I have applied the same node controller for the planet for both the players.

8. Nothing special added

9. Lab machine used - QUAKE

10. Assets used: red.jpeg, blue.jpeg, chain-fence.jpeg, earth-day.jpeg, earth-night.jpeg, moon.jpeg, dolphin_highPoly.jpeg, sphere.obj and dolphin object.

All of the above assets are taken from the initial DolphinClick game