**Up High User Manual**

Here are the actions that can be performed in Up High

**WASD Shift Space** - Camera position movement.

**Mouse Move -** Camera rotation movement.

**P** - Swaps to between Orthographic and Perspective projection.

**0** - Resets the camera position to the initial state.

**Esc** - Unlocks/locks the mouse, can be used to click on objects without moving the camera (right click + drag for camera rotation).

**Clicking (left mouse button)** on interactable objects performs actions:

|  |  |  |  |
| --- | --- | --- | --- |
| Clicking on the tent will swap between night and day. | Clicking on the campfire will extinguish it, or light it up. | Clicking on the apples will make them fall off the tree. | Clicking on the berry bush will make a bunny appear. |