Albert Phan

Gordon

CSC165

Spring 2015

Assignment #1

1. How to compile and run program from command window
   1. Unzip the a1 zipfile to desired location.
   2. Go to cmd.exe
   3. Set up the path for java jdk with
      1. Set path =”C:\Program Files\Java\jdk.1.8.\_0\_31\bin”;.;
   4. Set classpath with copy pasting classpath directory from javagaming.classpath file
   5. Do the same for path also.
   6. Run with java a1.starter
   7. Or use the .bat file.
2. How the Game works
   1. The game works by controlling the camera with the inputs from a keyboard or game controller and move around the world hitting objects to increase your score.
3. Controller/Keyboard Inputs
   1. W
      1. Move the camera forward
   2. A
      1. Move the camera left
   3. S
      1. Move the camera backwards
   4. D
      1. Move the camera right
   5. Left
      1. Rotate the camera around its V axis
   6. Right
      1. Rotate the camera around its V axis
   7. Up
      1. Rotate the camera around its U axis
   8. Down
      1. Rotate the camera around its U axis
   9. Escape
      1. Quit the game
   10. X-axis
       1. Functions by moving the stick in the left and right directions such as the A/S keys.
   11. Y-axis
       1. Move the stick in the up and down directions to move the camera forward and back like the W and S keys.
   12. RX-axis
       1. This moves the camera around the V axis
   13. RY-axis
       1. Move the joystick will pitch camera around the U axis like the Up and Down keys.
4. Scoring works
   1. Scoring works by moving the camera into the various objects around the world.
5. Anything added to program outside of the box
   1. Nothing was added except the requirements specified in the design prompt for the assignment.
6. Any of the requirements not completed
   1. The requirements I felt that weren’t entirely completed were spawning of items, which more often than not were around the same perimeter.
   2. Another thing that didn’t implement properly was the CrashEvent handler and not being able to scale up the myTriMesh Treasurechest. I followed the example for Crash Handling events and was able to call the class but the TreasureChest never changed.
7. Gamepad was tested with
   1. The Xbox360 gamepad was tested on a desktop and worked.
8. Lab computer that game works on