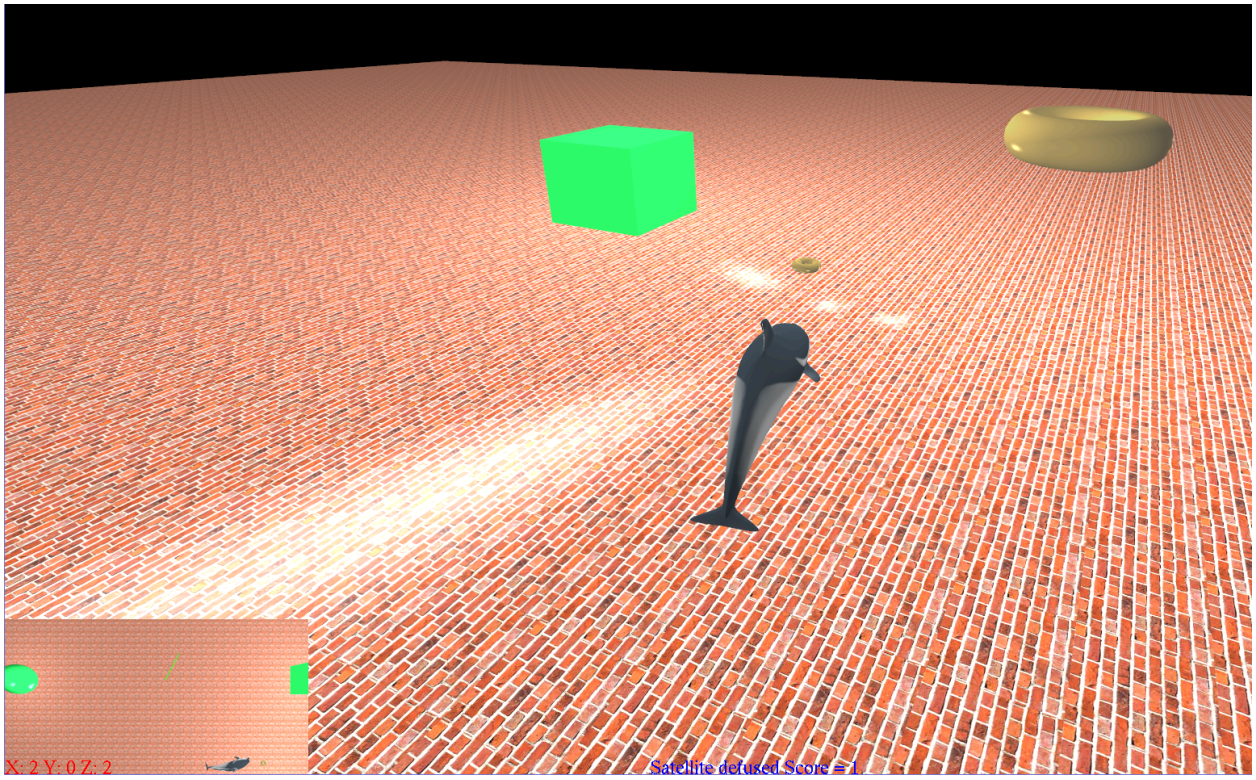
1.Arthur Erlandson, CSC165, A2 - Dolphin Mission 2

2.



3. Controls for the Dolphin

- W - moves the dolphin forward.
- S - moves the dolphin back
- A - rotates the dolphin left
- D - rotates the dolphin right
- Up Arrow - pitches the dolphin up
- Down Arrow - pitches the dolphin down
- Space Bar - defuses a yellow satellite.

4. Controls for Orbit Controller and Overhead Viewport

- Left stick L/R - performs azimuth action left or right.
- Left stick Up/Down - tilts the camera up/down.
- Right stick Up/Down - zooms camera in/out
- U/O - zooms the Overhead viewport in or out.
- I - pans the overhead viewport up
- K - pans the overhead viewport down
- L - pans the overhead viewport right
- J - pans the overhead viewport left
- TAB - toggles visibility for axis lines.

5.Description of Node Controllers

- RotationController - rotates a game object about a given axis (provided in class). Used on child objects of avatar once they're made visible by defusing a satellite.
- CustomController - moves a game object up and down; used on satellites after defusal.

6.Description of Scenegraph Children

- When the player defuses a satellite, a smaller model of that satellites shape appears directly in front of the dolphin model, up to a maximum of three, one for each satellite.

7.Updates to TAGE engine

- Added GlobalYaw() method to GameObject. Works similarly to yaw() except it uses the global up vector to perform the yaw action rather than the GameObject instance's up vector.
- Added new NodeController class, CustomController, in the nodeControllers package. CustomController moves a GameObject up and down in a cycle.
- Added CameraOrbit3D class, which has controls and methods for performing various camera actions (see above).

8. N/A

9. Assets Used

- green, red, yellow, Dolphin_HighPolyUV, defused. Dolphin_HighPolyUV is from distributed TAGE examples, the rest were created by me in Microsoft paint.

10. Machine Tested on

ECS-FALLOUT