**CPSC3710 – Computer Graphics**

**Manhattan Massacre**

**Tutorial**

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* In order to compile and play the game;

1. Obtain the code via;
   1. Clone or download the repository located at <https://github.com/brett-stephen/killer-robot-game.git>
   2. Copy files from USB data drive to a directory on your machine
2. Run command make -f gameMake
3. Run the executable file

* Game Controls:
  + z: move robot forward
  + q: when at an intersection, turn the robot to the left
  + a: when at an intersection, turn the robot to the right
  + s: turn the robot around
  + p: pause the game. Press again to resume
  + r: return robot to origin if stuck at boundary
  + F1: turn the robot’s head to face forward
  + F2: hold to turn robot’s head to the left
  + F3: hold to turn robot’s head to the right
  + F4: return to default view setting
  + F5 – F12: change to various different camera settings
  + Left Click: click on a building to attack it