**CPSC3710 – Computer Graphics**

**Killer Robot Game**

**Tutorial**

**Brett Dziedzic, Sean Herridge-Berry, Michelle Le, Gideon Richter**

* In order to compile and play the game;

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
3. Run command make -f gameMake
4. 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
  + 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 right
  + F3: hold to turn robot’s head to the left
  + F4: return to default view setting
  + F5 – F12: change to a different camera setting
  + Left Click: click on a building to attack it