**Battle Zone**

**PA11**

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**Overview:**

**Dependency Instructions:**

* For both of the operating systems to run this project installation of these three programs are required [GLEW](http://glew.sourceforge.net/), [GLM](http://glm.g-truc.net/0.9.7/index.html), and [SDL2](<https://wiki.libsdl.org/Tutorials>).
* This project uses OpenGL 3.3. Some computers, such as virtual machines in the ECC, cannot run this version. In in order to run OpenGL 2.7 follow the instructions at [Using OpenGL 2.7]( <https://github.com/HPC-Vis/computer-graphics/wiki/Using-OpenGL-2.7>)
* This project uses Assimp 3.2. Instructions for downloading and running Assimp can be found at [Main Downloads](http://www.assimp.org/main\_downloads.html)
* This project uses ImagicMagick 6.8.9-9. Instructions for downloading and running ImageMagick can be found at [Install Source] (<http://www.imagemagick.org/script/install-> source.php)
* This project uses Bullet 2.86. Instructions for downloading and running Bullet can be found at [Releases](<https://github.com/bulletphysics/bullet3/releases>)

**Battle Zone**

**Technical Manual**

**By: Kurt Andersen**

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**Issues:**

When continuously rotating the camera, the tank increases in speed due to the increased application of torque to the object. Also, the camera begins to veer away from the center of the tank while rotating, but snaps back to its correct position once the tank stops rotating.

Another issue we ran into was getting the spotlight to work properly in an enclosed area, and just the spotlight in general. We have been struggling with this light type since the first lighting project. It is just difficult for us to implement, maybe after some more research and more time to mess around with just the shaders, we would be able to implement a properly working spotlight.

A issue that we would like to address and figure out for the future is to properly map textures in blender. While in Blender the textures seem to be mapping appropriately, but then when we load it into OpenGL, it seems to have a mind of its own. We would like to figure out why this keeps happening with our textures in OpenGL.

**What would we have done differently?**

Our biggest issue when designing the project was coming up with a simple way to rotate the tanks around an axis when the ‘a’ or ‘d’ key were pressed. This required conversion between Euler angles and quaternions. After brushing up on our trigonometry we were able to solve this problem, but then we need the tank to know which direction was the new forward. While the solution did not end up being difficult to implement, the process that went into calculating the angles took us a bit of time. We should have considered how to rotate objects before we begun the project.

As for some changes, we would like to make the tank body two seperate models like a modern tank, rather than the tanks we use which are designed after the Trade Federation tanks from Star Wars. We would also like to learn to animate so objects when they move, i.e. if we had a full tank body, animate the tank treads, or have some sort of hit animation on a tank when the bullet hits an enemy.

We would also like to have implemented mouse movement for aiming. We kept it on a 2D field for aiming right now for simplicities sake and time constraints. If we were given more time, we would like to add up, down, left, right aiming all with just the mouse.

**Battle Zone**

**User Manual**

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**Build Instuctions:**

To run Battle Zone, ensure that you are in the proper build directory [PA11/build] and compile the code as follows.

cd build

cmake ..

make

To begin playing Battle Zone, enter the following command:

./ BattleZone

A new window should appear with the game ready to play. The score will be displayed in the terminal once the game has ended and the user has run out of lives.

If you make a top 10 score you will be prompted to input your name at the end of the game in the terminal.

**Game Instructions**:

Drive around the arena and find enemy tanks. Shoot the enemy tanks to increase your score. Run over health packs to increase the total allotted time to play the game. The time initially gives the user 60 seconds to get as high of a score as possible. Each health pack will increase the total time by 5 seconds.

**Keyboard Inputs**:

*Game Controls:*

W : Forwards

A : Left

S: Backwards

D: Right

Spacebar: Shoot

Esc – Quits the game.

*Shader Controls:*

*Numpad:*

'+' - increase ambient lighting.

'-' - decrease ambient lighting.

**Figures:**



