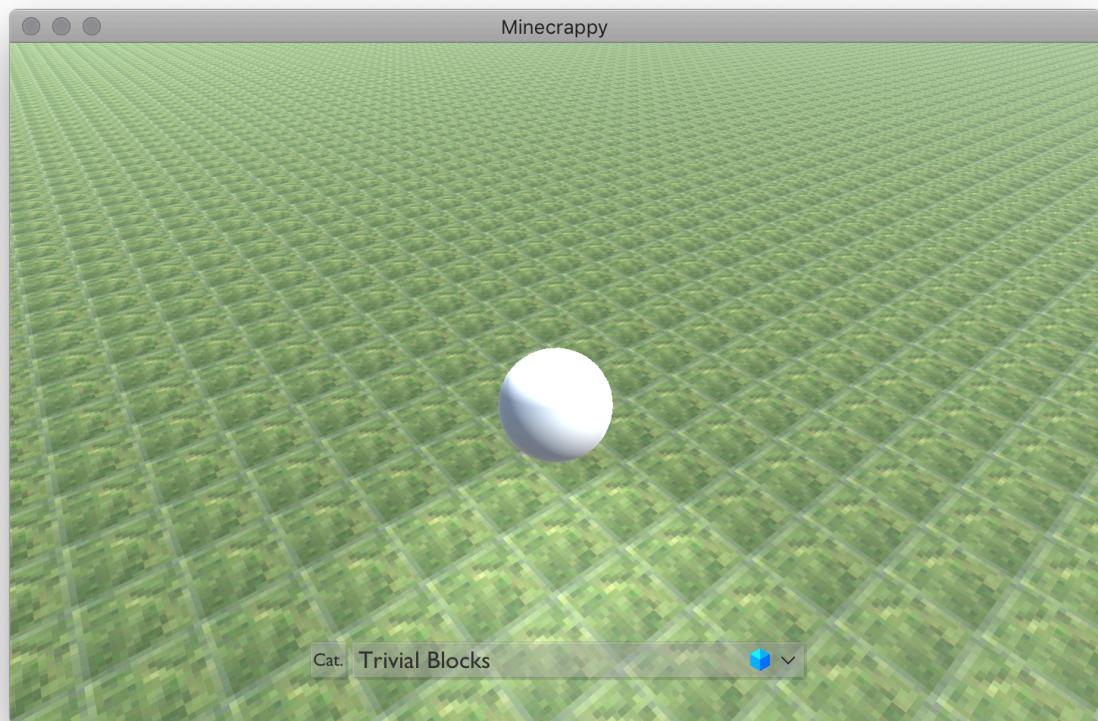


Assignment 5

Operation Manual

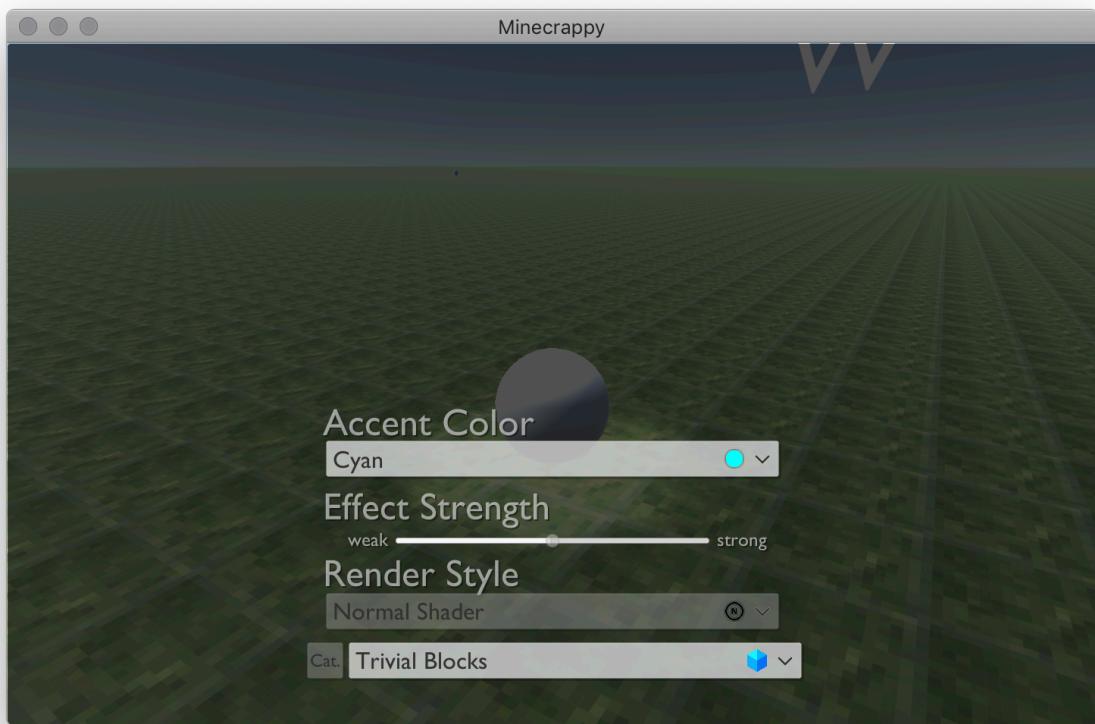
Basic

- Press W/A/S/D to move.
- Use mouse to rotate camera.
- Press Left Shift to glide.
- Press Space to jump.

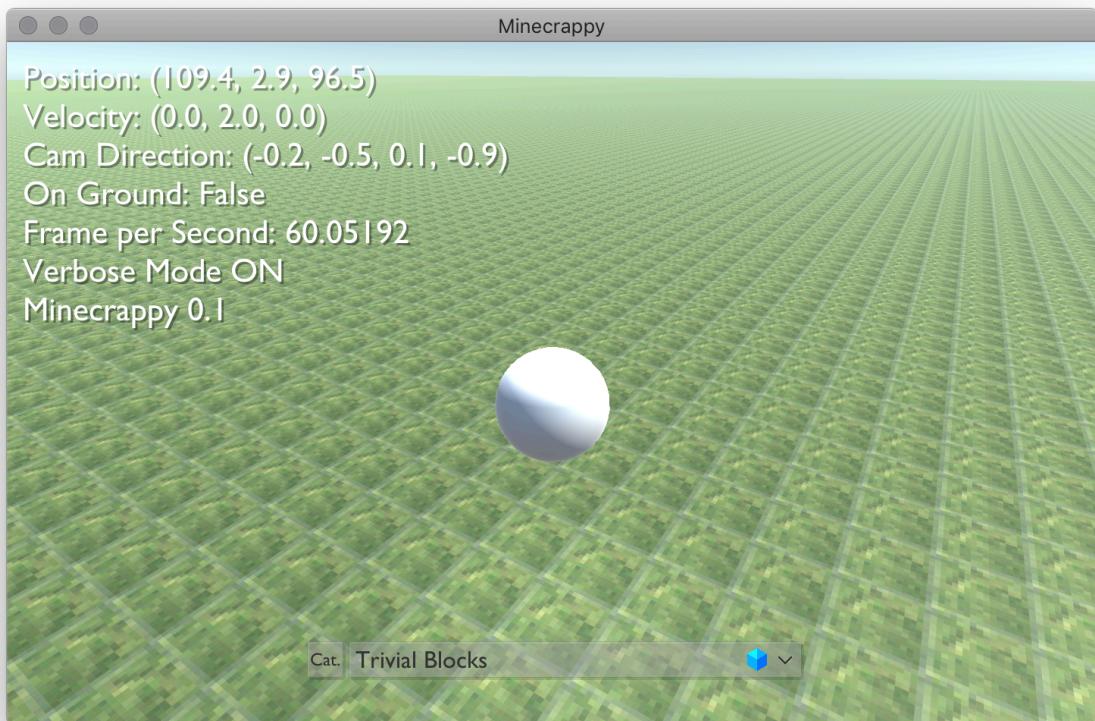


GUI Operations

- Press E to open configuration panel.



- Press V or F3 to toggle debug mode.



Blocks

- Press F or RMouse to spawn a new block.



Notice

- Furry Block Shading is left unfinished currently.