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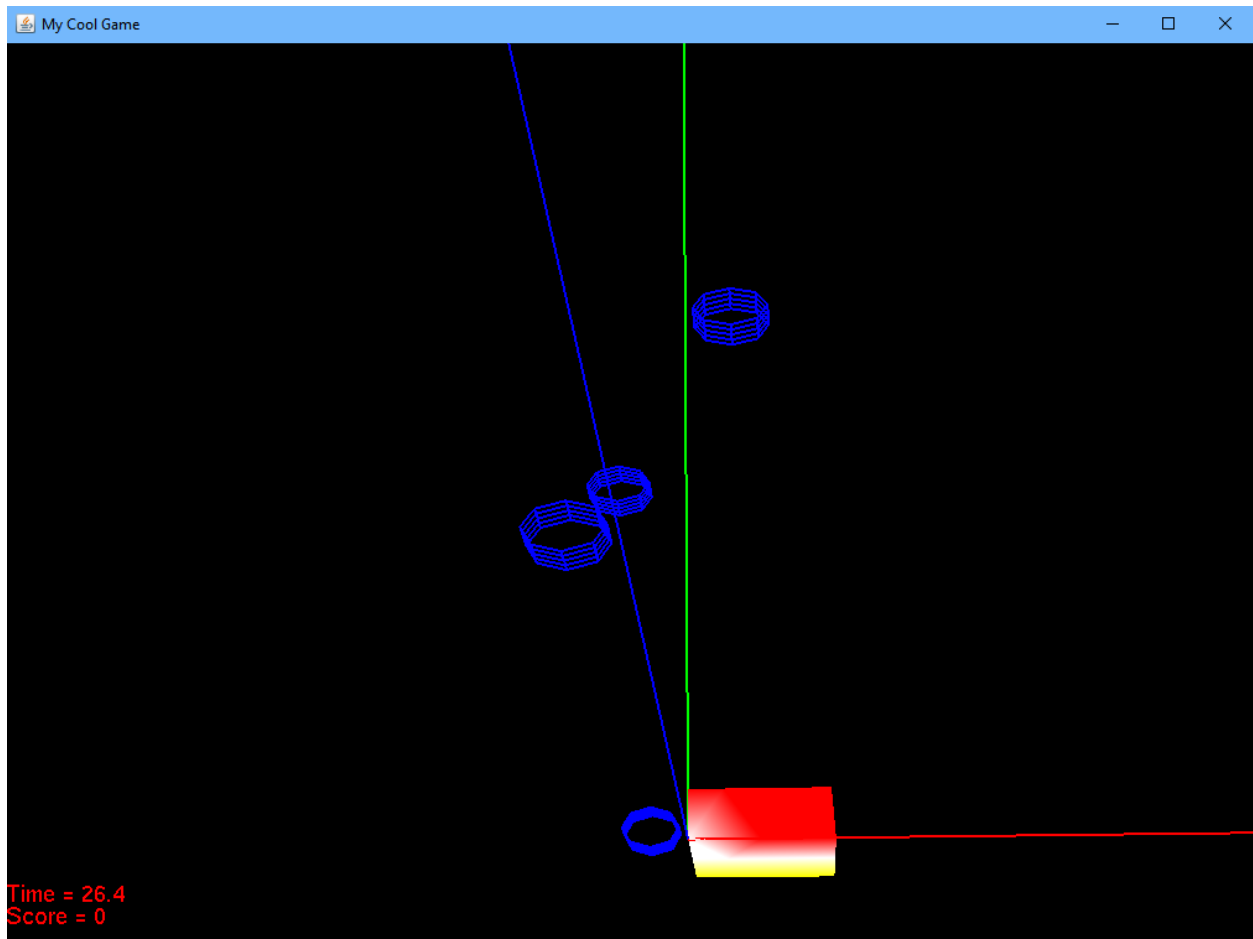
February 14, 2017

CSC 165

Assignment 1

To start the game please just use the "Start.bat". This batch file runs the command:

java -jar -Dsun.java2d.d3d=false "a1.jar"

The game controls are:

- W: Forward Camera Movement
- S: Backward Camera Movement
- A: Left Camera Movement
- D: Right Camera Movement
- Q: Left Camera Roll
- E: Right Camera Roll
- Arrow Up: Upward Pitch
- Arrow Down: Downward Pitch
- Arrow Left: Left Yew

- o   Arrow Right: Right Yew
- o   There is also mouse camera movement
- o   Left Joystick X-Axis: Camera Movement Left and Right
- o   Left Joystick Y-Axis: Camera Movement Up and Down
- o   Right Joystick RX-Axis: Left and Right Yew
- o   Right Joystick RY-Axis: Upward and Downward Pitch

When the camera collides with a plant (Pyramids) the score goes up by one and the plant moves into the truck.

Game Requirements:

- The game Class extends BaseGame and overrides initGame() and update().
- The model for the Cylinder is created using the sage.scene.shape class.
- The truck was created by extending the TriMesh Class and changes color.
- There are many different actions written and all controls are initialized using inputManager.associateAction().
- All basic movement was created.
- The 3 axes are displayed. X red, Y green, and Z blue.
- Two HUD items are displayed score and time.
- After a plant is collided with it moves into the truck and the truck changes to a white color for a few seconds.
- The title was updated on the game.

This was tested using an Xbox One Controller and was tested on QUAKE