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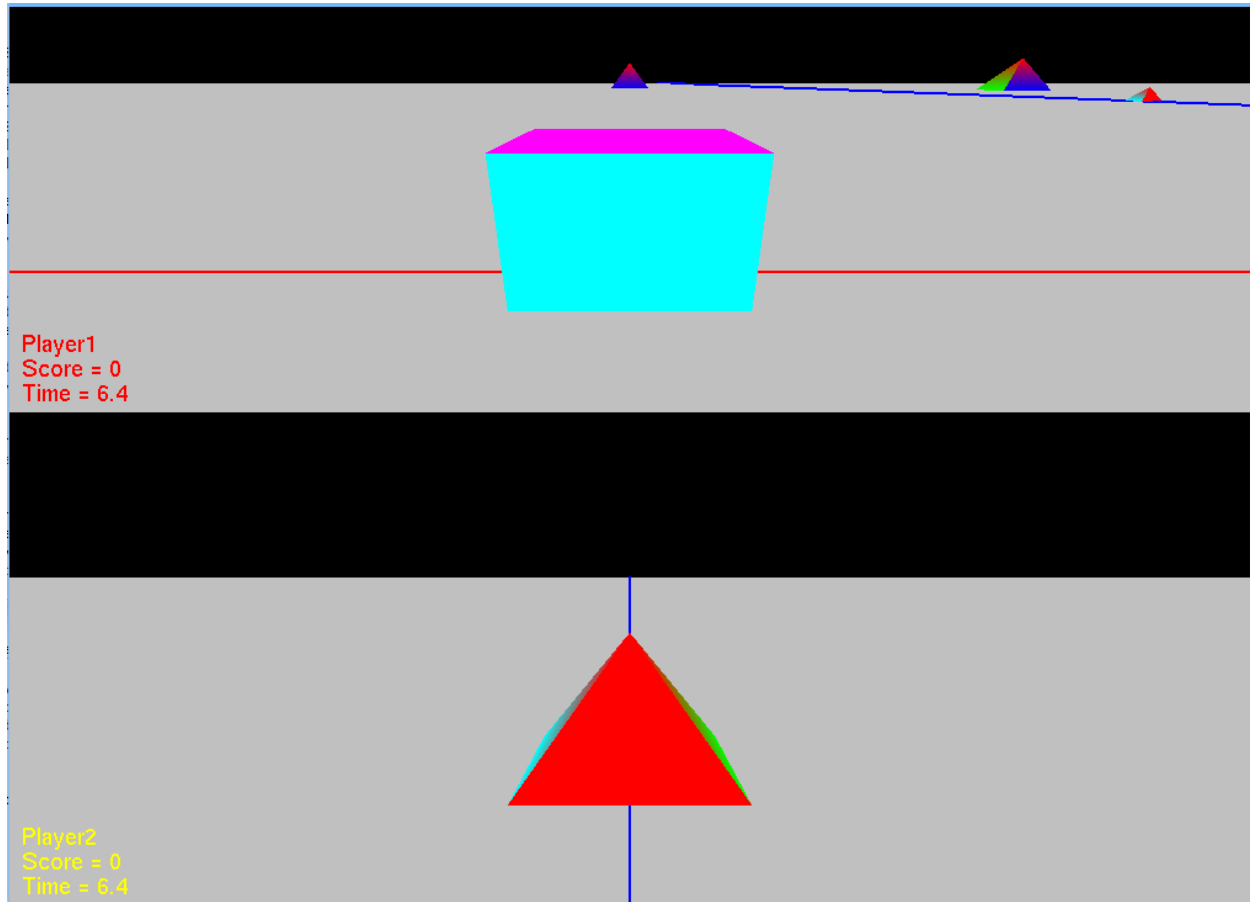
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CSC 165

### Assignment 1

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

```
java -jar -Dsun.java2d.d3d=false "a2.jar"
```



The game controls are:

#### Player 1

- W: Forward Movement
- S: Backward Movement
- A: Left Movement
- D: Right Movement
- Arrow Up: Forward Zoom
- Arrow Down: Backwards Zoom
- Arrow Left Orbit
- Arrow Right: Right Orbit

## Player 2

- Left Joystick X-Axis: Movement Left and Right
- Left Joystick Y-Axis: Movement Up and Down
- Right Joystick RX-Axis: Left and Right Orbit
- Right Joystick RY-Axis: Upward and Downward Zoom

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

## Game Requirements:

- A third person orbit camera was implemented. When moving, the camera left or right it orbits the target
- There are two players in the game that have independent cameras
- There is a grey ground plane
- Each player has a HUD showing name, points, and time
- The plants grow and shrink over time and they move up and down
  - I have a translation and scale controller
- Player 1 uses the keyboard and player 2 uses a Gamepad
- The plants are all in one Scene Group and are using both node controllers
- `InitGame()`, `update()`, `initSystem` and `render` were overwritten
- The game plays is FSEM
- Plants still respond to events

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