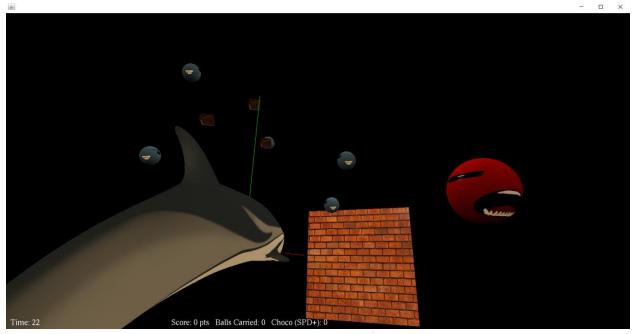1.) Ethan N. Ha, CSC 165, Section #02, "A1 – Dolphin Adventure 1"
2.) Screenshot of Game:

3.) - Ride the Dolphin to get to the Blue Balls and Chocolate and feed the Blue Balls to the Big Red Ball for points. You must get off the Dolphin in order to grab the Objects.
- When you pick up the Blue Balls it will count how many you are carrying, if you feed it to the Big Red Ball, the balls carried will be convert to your score points.
- Eating the chocolate will give you and your dolphin a Speed Boost (only in forward and backward movement, turning and pitching will not increase in speed)
- All the objects that can be grabbed have random Locations every runtime.

INPUTS:
KEYBOARD
W = Move forward
A = Turn left
S = Move backward
D = Turn Right
UP ARROW = Pitch Up
DOWN ARROW = Pitch Down
SPACEBAR = Get ON/OFF Dolphin
ESC = Close game

GAMEPAD
Left Joystick = Move forward or backward when using X-axis UP or DOWN, Turn left or right when using Y-axis LEFT OR RIGHT
Right Joystick = Pitch up or down when using Y-axis UP OR DOWN
_2 Button = Get ON/OFF Dolphin (May vary depending on gamepad, on XBOX it was X)

4.) **Additional Game Activity:** The Speed Boosts when eating the Chocolate and Feeding the Big Red Ball (or turning in Blue Balls) for score points

5.) **Additional Game Object:** The Chocolate, they are manual objects shaped boxes (sides ramp up slightly)

6.) **Camera.java Methods:**
   - camMoveForward()
   - camMoveBackward()
   - camTurnLeft()
   - camTurnRight()
   - camPitchUp()
   - camPitchDown()
   - Yaw()

   GameObject.java Methods:
   - objMoveForward()
   - objMoveBackward()
   - objTurnLeft()
   - objTurnRight()
   - objPitchUp()
   - objPitchDown()
   - Yaw()

7.) **N/A**, should meet all requirements!

8.) **N/A**, other than the additional game activities and object.

9.) Free **Brick Texture** Source: https://www.freepik.com/free-photo/background-made-from-bricks_10980125.htm#query=brick%20wall%20texture&position=1&from_view=keyword&track=ais

   Blue Ball, Big Red Ball, Chocolate Textures Are All Made By Me Using Paint.net