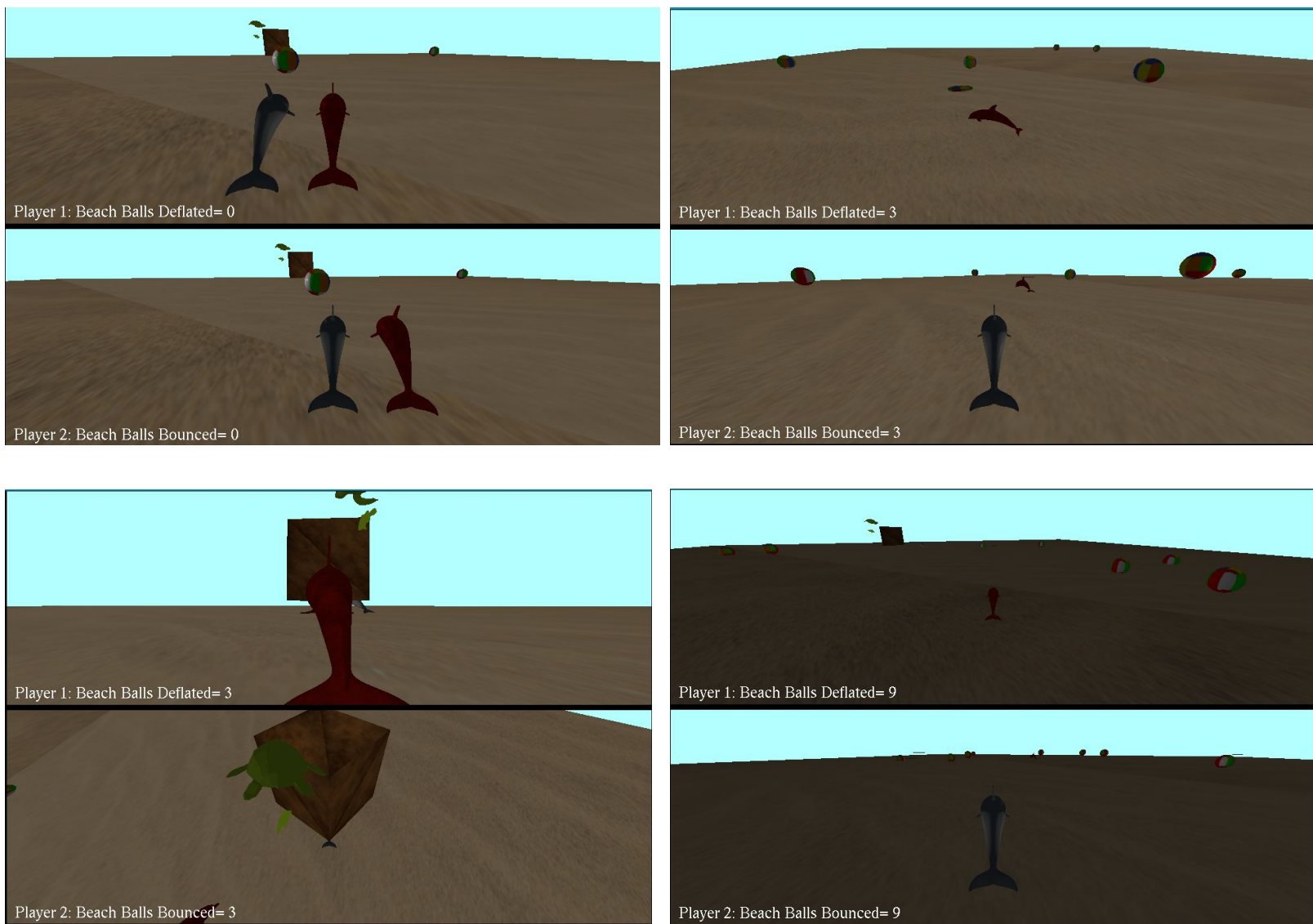


Player's Guide



How to Compile and Run Program

- Can compile and run the program by using compile.bat and run.bat. Or can manually run it by running cmd prompt at the location of a2 folder and typing “compile” and then “run”.

How to play

- **Controls (keyboard player 1)**
 - **W/S**: move dolphin forward and backwards
 - **A/D**: turn dolphin left and right
 - **Up/Left/Right/Down arrow**: Orbit the camera in respective direction
 - **R/F**:Zoom in and zoom out
- **Controls (controller/gamepad player 2)**

- **X-axis:** turn dolphin left right
- **Y-axis:** move dolphin forward and backwards
- **Rx-axis:** orbit camera left/right
- **Ry-axis:** orbit camera up/down
- **Y-Button:** zoom in
- **A-Button:** zoom out
- **How to score**
 - Players race their dolphins to see who can touch 10 beach balls first before the other player. Player 1 (red dolphin) will deflate the beach ball if they touch first, whereas Player 2 (gray dolphin) will make the beach ball bounce if they touch it first. After all current beach balls have been reached, any player may touch the cube that is protected by a turtle and a fish to spawn 3 more beach balls on the sand (floor). First player to reach 10 beach balls first wins.

Descriptions

- **Node Controllers**
 - **Bounce:** it bounces the node up and down. Used on beach balls if player 2 reaches it first.
 - **Flat:** flattens the node. Used on beach balls if player 1 reaches it first.
- **Group/Child Node**
 - I have a node group “turtleNG” that I used to make the turtle and fish child nodes from. Then turtleNG is added to the orbit controller to make both of them orbit the cube.
- **Camera**
 - I implemented the orbit camera. The camera is able to orbit without altering the dolphins heading, move the dolphin while maintaining the camera's relative position, adjust elevation angle and zoom.

Tested on DOOM

Assets

- **Dolphin:** dolphin object and red/dolphin texture were both provided in javagaming.
- **Planets:** sphere object was provided in javagaming. Beach ball texture was from robinwood.com, free of use.
- **Cube:** brown texture was from bgfons.com, free of use.
- **Sand:** sand texture was from freeartbackgrounds.com, free of use.
- **Turtle:** turtle object was from cgtrader.com, free of use, made by user rkuhl. Green texture was made by me in paint.
- **Fish:** fish object was from cgtrader.com, free of use, made by user rkuhl. Yellow texture was made by me in paint.