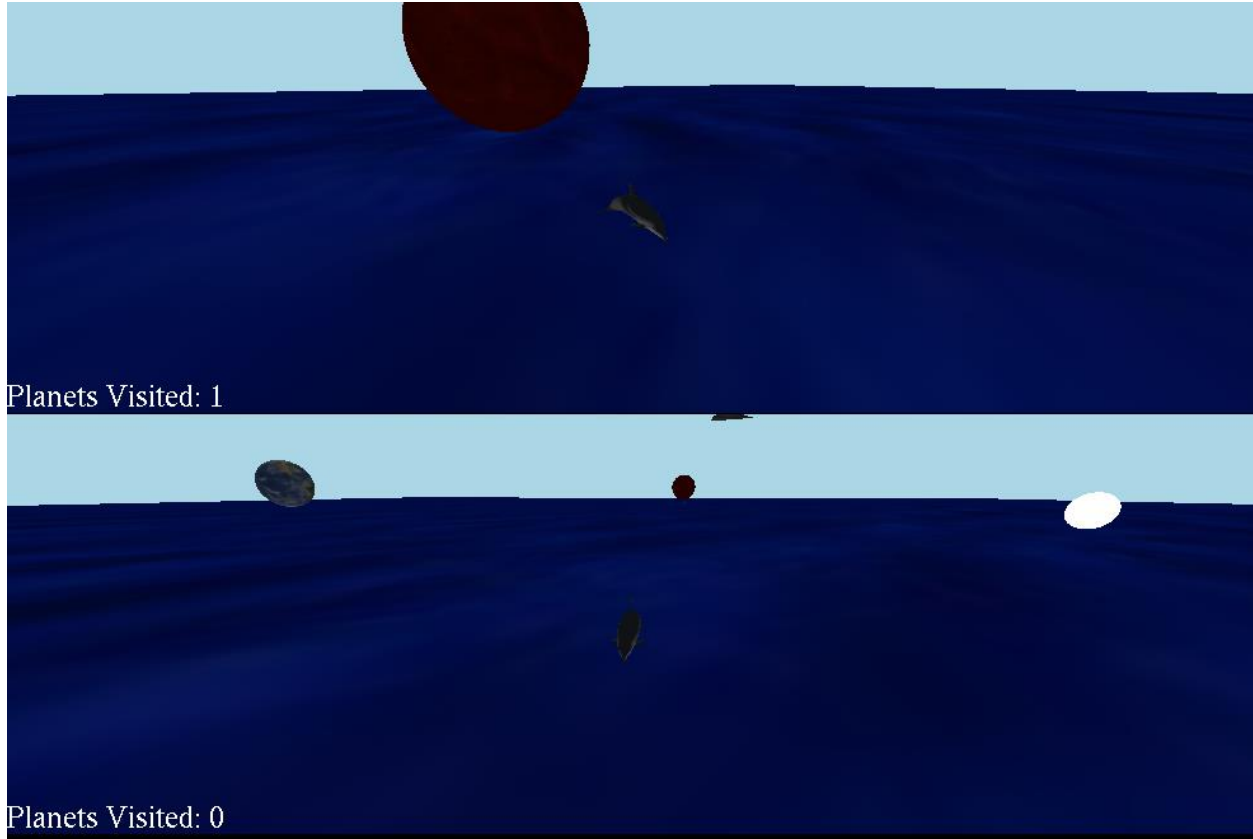


### Screenshot



### How to Compile and Run

Batch files are in the folder to make it easier to compile and run. In the command line run the compile.bat and then the run.bat in order to play.

### How to play

- Race to visit the most planets before the other player.
- Gain a point for each planet visited first.

### Top Player – Xbox Controller

Y, X, A, B	Forward/Left/Backward/Right
LB, RB	Turn Left/Right
Left Joystick	Move camera In/Out
Right Joystick	Move camera Around Dolphin

### Bottom player - Keyboard

W, A, S, D	Forward/Left/Backward/Right
Q, E	Turn Left/Right
Arrow Up and Down	Move camera Up/Down
Arrow Left and Right	Move camera Left/Right
X, Z	Zoom In/Out

### Node Controllers

There is a node controller for each play that adds either a spin to the planet or starts to move the planet up and down.

### Hierarchical Relationship

There is a solar system node that gets a controller applied to it once all the planets have been visited. It causes all the planets to orbit around the center of the world.

Also the light nodes are children of the dolphin nodes.

### Camera

The camera controls are made to be an orbit camera.

### Assets Used

dolphinHighPoly.obj – from the dolphin click game.

Earth.obj – from the dolphin click game.

Planet2/3.obj – made from the earth.obj.

Red.jpeg - from the dolphin click game.

Moon.jpeg – from the dolphin click game.

Hexagons.jpeg – from the dolphin click game.

Blue.jpeg – from the dolphin click game.