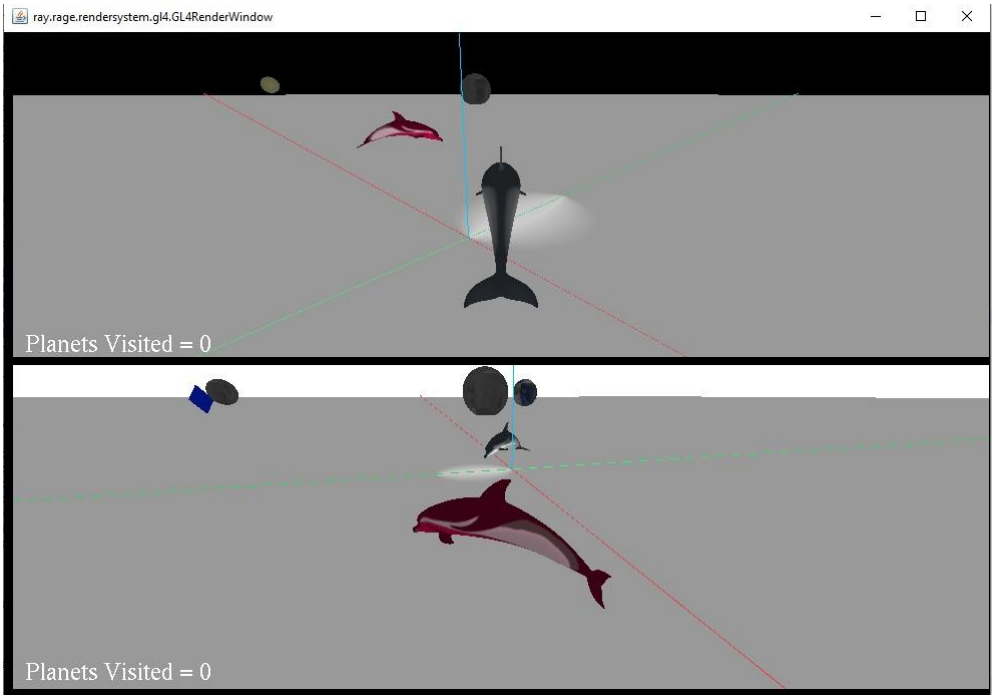
Faisl Qurishi – Project #2



To Compile and Run:

You can just use compile.bat and run.bat

Game Manual

Inputs

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Player2:
press W to move forward
press S to move backward
press D to rotate right
press A to rotate left
press E to tilt dolphin up
press Q to tilt dolphin down
use mouse to rotate camera
use mouse scroller to zoom camera
Player1:
use GAMEPAD left stick to move and rotate
use GAMEPAD right stick to rotate camera
use GAMEPAD button 4 (ps4 r1) to tilt dolphin up
use GAMEPAD button 5 (ps4 l2) to tilt dolphin down
use GAMEPAD POV (dpad up and down) to zoom camera (.25 and .75 values on dpad)
```

How Game Is Played

The scoring goes up each time a planet is visited first by one of the characters. Player 1 lets planets spin and Player 2 makes planets bob up and down. One planet has a diamond that is orbiting it, this planet is null and does not award any points. Once all 4 scorable planets are visited, the planets run off the scene.

Node Controllers

I have one rotation controller from rage that rotates the planets then I have a bounce controller that bounces the planets up and down. My last controller is applied when the game has run out of points to offer, it makes the planets run off the map. This was unintentional but I have decided to keep it.

Group/Child Node relationships

I noticed one of my planets would not detect collision so I added a child node to it which was my diamond object. This is how we can tell that black sheep apart from the other planets, it does not award points so we made him special.
I also have a planet group node and all the planets are children of this node (and therefor also the diamond) when the game has no more points to offer, the parent group node has a controller applied to it and thus every planet and their child are affected. The controller makes them all run off the scene.

Camera Control

3rd Person Camera was implemented. Orbit Camera. It uses the mouse x and y axis for player 2 to control azimuth and elevation while the scroll is used for zoom. For the gamepad it uses the right stick on the ps4 (this being the z and rz axis) to control azimuth and elevation while the dpad's up and down control the zoom.

Requirements NOT Completed

Completed it all.

Other Special Add-Ons

None

Testing

tested on ECS-DOOM on 5029 lab

Extra Assets

sphere.obj: taken from dolphin click
blue.mtl: taken from dolphin click
red.mtl: taken from dolphin click
default.mtl: taken from dolphin click
earth-day.jpeg: taken from dolphin click
redColor.jpg: created through paint by me
blueColor.jpg: created through paint by me
greenColor.jpg : created through paint by me
sunmap.jpg: taken from csc 155 dr. gordons programs
dolphin texture: taken from dolphin click
red dolphin texture: edited dolphins click texture in photoshop to be red
dolphin.obj: taken from dolphin click
moon.jpeg: taken from dolphin click