

CSE461

Assignment #2

Setting Up, Screenshots& Controls

a) Setup

I developed the project on 64-bit Windows platform and used Java language and LWJGL (Light-weight Java Game Library) which implements OpenGL functions in Java.

In order to compile the code, you need:

-Eclipse,

[Eclipse Downloads | The Eclipse Foundation](#)

-LWJGL

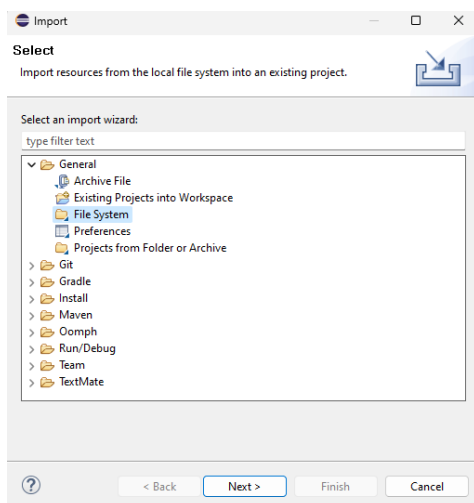
<https://sourceforge.net/projects/java-game-lib/>

-Slick-Util

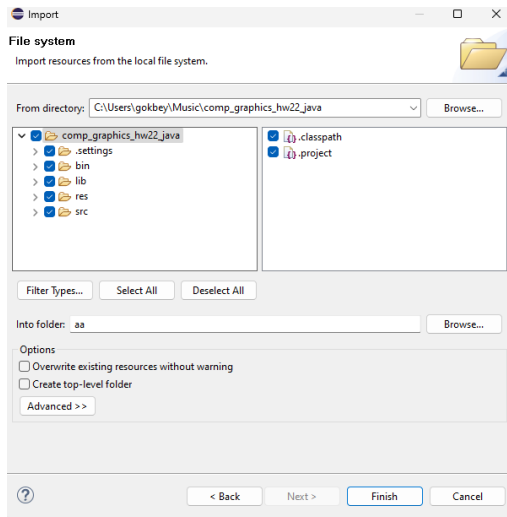
<https://slick.ninjacave.com/slick-util.jar>

The code I provided includes LWJGL and Slick-Util in lib folder. So, you only need to install Eclipse and import the project.

- 1) Open Eclipse
- 2) Create a new Java Project
- 3) File -> Import -> General -> File System



- 4) Select Browse on upper part and select the project directory I provided.
- 5) Select Browse on lower part and select the project you created on step 2.
- 6) Select everything in the project as seen in the below image.



Click Finish. You can run the project from top bar.

b) Controls

W-A-S-D: Walk

Space: Jump

Shift: Sprint

Mouse: Look around

Scroll Wheel: Zoom

G: GodMode (Enable/Disable) (You can fly with space and go through the bounding collider.)

c) Screenshots

