Jes Restad

GAME 420

Prototype A

EARTHLING CAPTURE (formerly Drone Race)

1. Game description including the style / feel of the game play

* Capture all Earthlings.
* Dodge buildings to avoid damage to the ship (not yet implemented).

2. List of the controls for the keyboard and mouse

\*\* **New Controls** \*\*

* Forward: W
* Backward: S
* Strafe Horizontal: A/D
* Strafe Vertical: LT & RT Mouse Buttons
* Roll: Q/E
* Pitch: R/F
* Turn (Yaw) Left/Right: Mouse X
* Abductor Beam: Spacebar
* Reset Rotation: Left Shift

\*\* Used for class demonstration \*\*

* Forward/Backward: W/S
* Strafe Left/Right: A/D
* Roll Left/Right: Q/E
* Pitch Forward/Backward: R/F
* Turn (Yaw) Left/Right: Left Arrow/Right Arrow
* Vertical Up/Down: Up Arrow/Down Arrow
* Abductor Beam: Spacebar

3. List of adjustable variables with descriptions

\*\* **New Variables \*\***

* driveSpeed: Speed of the player in forward & reverse
* horizontalSpeed: Left & right strafe speed
* verticalSpeed: Up & down strafe speed
* turningControl: Angle that the player turns
* rollControl: Angle that the player rolls
* pitchControl: Angle of the pitch

\*\* Used for class demonstration \*\*

* Speed: Forward/Backward speed
* Strafe Speed: Side-step left/right speed
* Rotate Speed: Turning speed (Look left/right)
* Roll Speed: Angle turn speed (Tilt left/right)
* Pitch Speed: Look down/up speed

*These must be checked/unchecked before the game starts:*

* Invert Vertical: Changes up to down; down to up
* Invert Pitch: Changes look down to look up; look up to look down