1. Joseph May, Section 2, “A2 – Dolphin Adventure 2”
2. A picture containing text

   Description automatically generated
3. The game is played by having the dolphin interact with the 3 prizes, and sending them to the central pyramid.
4. Dolphin is moved forward with W, backward with S, turns left with A, and turns right with D. With controller, forward and backward is controlled by the Y axis, and turns left and right with the X axis.
5. The orbit controller orbits left with J and right with L. It moves up with I and down with K. it zooms in with U and out with O. For controller, it goes left and right with RX and up and down with RY. No zoom was implemented.
6. The overhead camera pans up with up arrow, down with down arrow, left with left arrow, and right with right arrow. It zooms in with T and out with G. No controller controls were implemented. The x, y, and z axis can be enabled and disabled with spacebar.
7. The 2 node controllers are rotation controller and fly controller. Rotation is the pre-built one that rotates objects and is used on collected prizes. Also, it is used on the central pyramid when all the prizes are collected. The fly controller is one I made that causes an object to slowly fly away. This is also used on a prize when it’s collected.
8. The mini versions of the prizes are children of the central pyramid. When a prize is collected, the mini version of that prize appears next to the pyramid and orbits around it.
9. I added the CameraOrbit3D class for the orbit controller requirements. I added the FlyController class as my personally-made node controller, and also added the stretch controller from the example code, though I didn’t actually use it. I added a panVerticalMovement and a panHorizontalMovement method to the Camera class to implement the camera panning in the overhead view.
10. I didn’t make controller controls for everything, though I’m unsure if that was required. Everything else works.
11. Collected prizes orbit the pyramid in the center, and collected prizes float away.