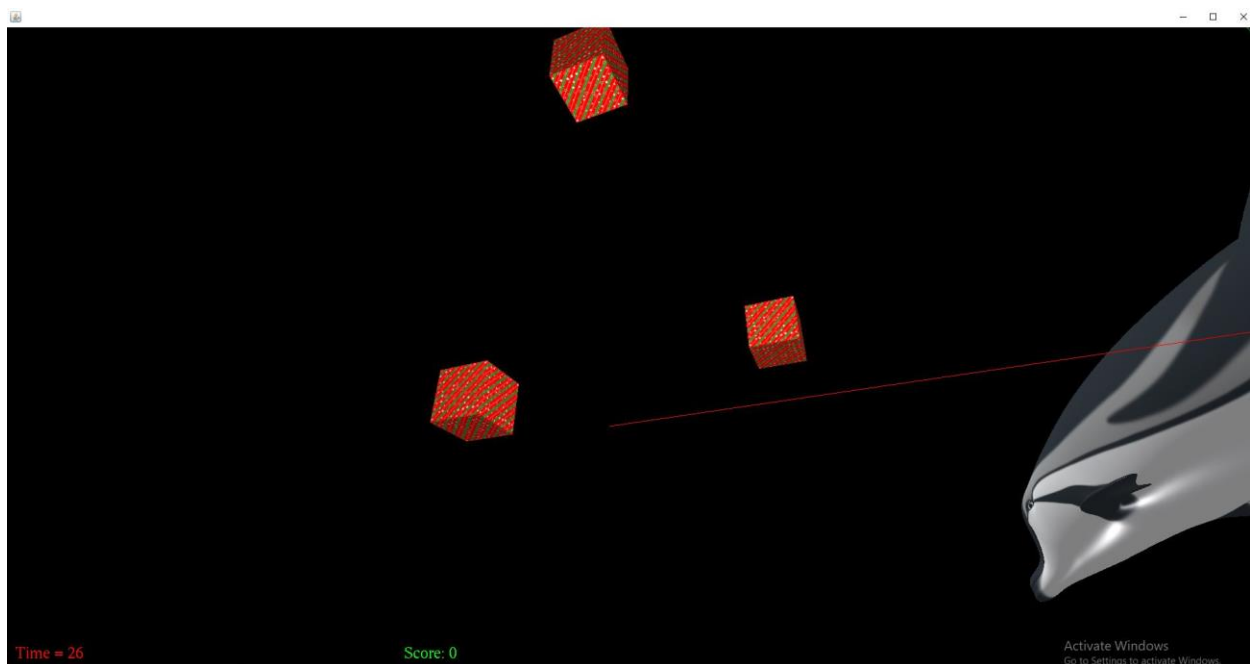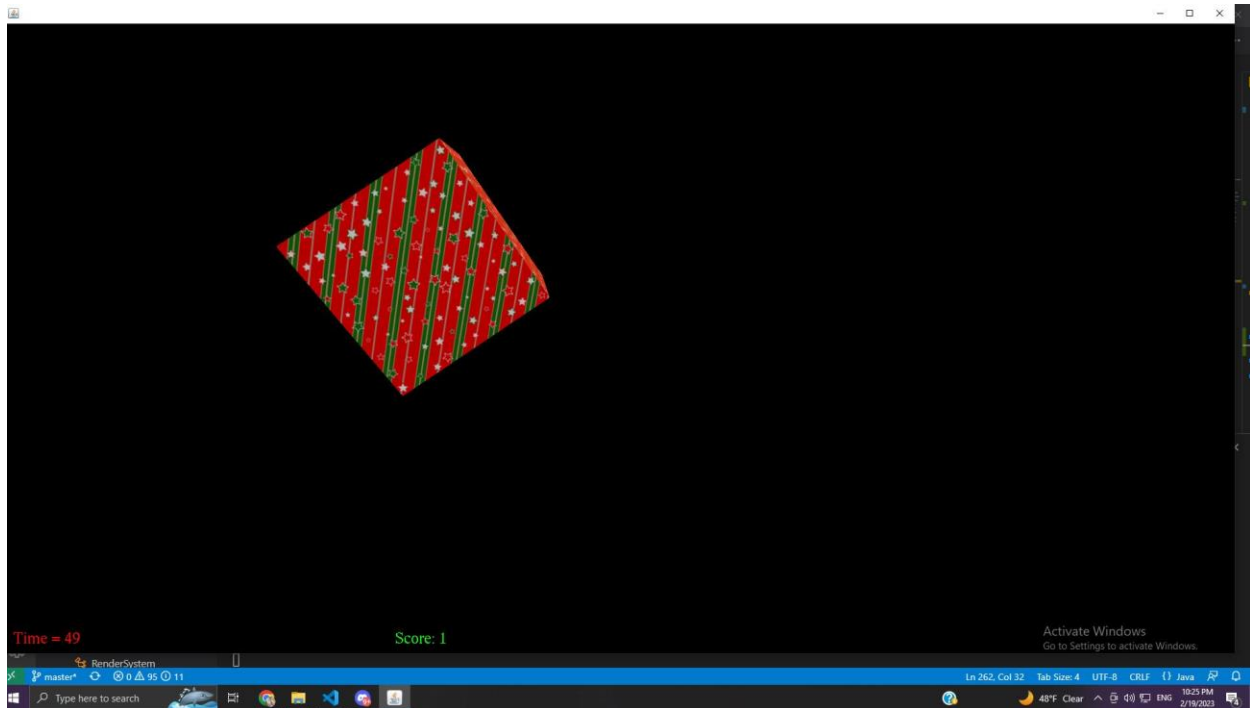# A1 – Dolphin Adventure 1

Jonathan Cross

CSC 165

Section 02

## Game in action

## How the game is played

You will ride around on your dolphin to each prize, get off your Dolphin and walk to the prize to increase your score.

W/S and left joystick up and down will move you forward and backwards.

A/D and left joystick side to side will move pan your view to the left and right.

Up/Down keys and right joystick up and down wil pan your view up and down.

Spacebar And button A on the controller will mount and dismount you from the Dolphin.

The controls are the same for both on Dolphin and off.

## Additional game activities

if u finish the game in less than a minute and a half, you can double your points.

## Additional Game Objects

no additional game object

## Changes made to Tage

-added yaw and pitch methods for GameObjects

-added yaw and pitch methods for Camera

## Lapses

Unable to add the manual object

Dolphin will roll a bit but camera is much better

## Assets

dolphin assets that were provided.

prize texture was taken from a public domain picture website:

https://www.publicdomainpictures.net/en/view-image.php?image=307010&picture=christmas-paper-star-texture