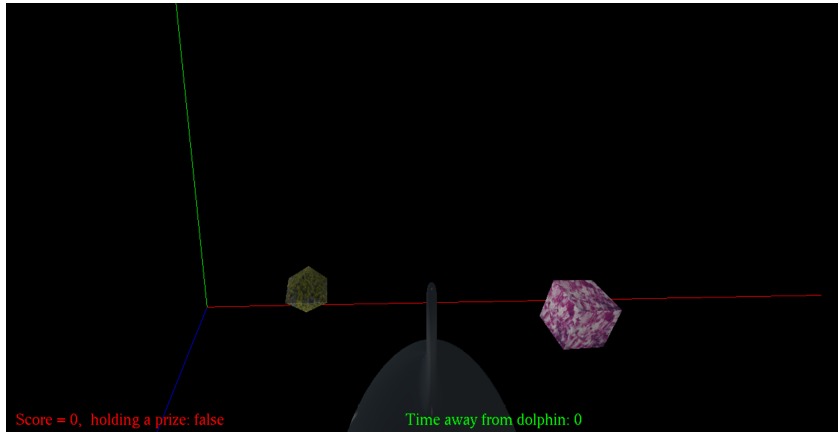


1.
 - Lauren Prather
 - CSC 165-01
 - A1 – Dolphin Adventure 1

2.



3.

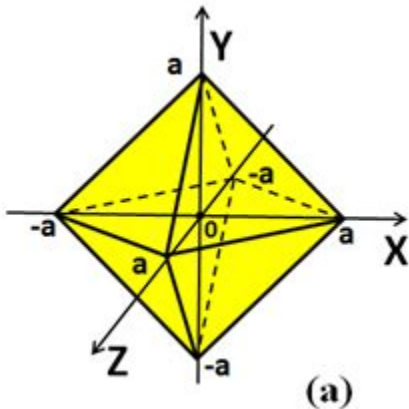
- The player must move around with WASD keys and up/down arrows or with the controller joysticks. The space bar or button 1 on the controller will toggle the camera between on and off the dolphin.
- When the player/camera is off the dolphin, they cannot move more than a certain distance from the dolphin in any direction.
- There are 3 prizes spawned semi-randomly in space for each game (within predefined bounds so that they are not unreasonably difficult from the origin or difficult to locate). Each prize adds 1 to the score, meaning the total possible score is 3.
- To collect a prize, the player must be off the dolphin, and reasonably close to the desired object. After collecting an object, the player must return to the octahedron [the manual object, textured with trees and located at (10,10,10)], get off the dolphin and get close to the object. This will “offload” the prize that was picked up, and enable the player to go pick up another object. The HUD shows the player the number of prizes collected (the score) and whether or not they are able to pick up another object at that time.
- The player cannot stay off the dolphin for more than 15 seconds or they will be forced back onto it. A timer is shown in the HUD so that the player can know how long they have been off the dolphin at any one time.

4.

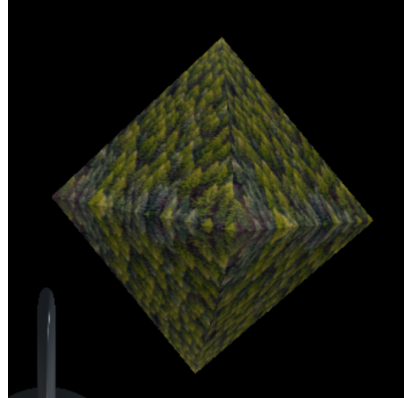
- After collecting an object, the player must go to the manually created object (octahedron) [located at (10,10,10)] and get off the dolphin (in the same way that they must get off the dolphin and get close to an object that they wish to collect as a prize). After doing so, the collected object is “offloaded”, and the player can go pick up another object. This must happen between every object collection. It is displayed down in the HUD whether or not the player is “holding” an object and needs to return it to the manual object.

5.

- The additional game object is an octahedron. It is textured with an image of trees (image source mentioned in item 9).
- Reference photo:



Object as visible in my game:



6.

- Action classes added to the tage.input.action folder include: PitchAction.java, FwdAction.java, YawAction.java, and ToggleCamAction.java.
- Methods yaw(), pitch(), and fwd() added to both GameObject and Camera classes.

7.

- None

8.

- Button mapping to toggle camera between on and off the dolphin for gamepads (button 1) in the same way as spacebar for a keyboard. This is done through ToggleCamAction.java located in the tage.input.action folder. This action class calls a method in myGame.java called toggleCam(), which in turn calls positionCameraOnAv() which is also located in myGame.java.
- Timer that keeps the camera/player from being off the dolphin for more than 15 seconds (discussed more in item 3).
- Objects disappear after they have been collected as a prize [not including the manual object (octahedron)].

9.

- Dolphin_HighPolyUV.png taken from distributed examples
- brick1.jpg made by me
- Images taken from pexels.com are freely available to use. License:
<https://www.pexels.com/license/>
 - wood1.jpg texture <https://www.pexels.com/photo/brown-firewood-128639/>
 - abstract1.jpg <https://www.pexels.com/photo/photo-of-white-and-purple-painting-2693208/>
 - forest1.jpg <https://www.pexels.com/photo/green-pine-trees-1179229/>