

Pre-requisites:

- Web Browser with WebGL 2.0 support
- Http server

How to Run:

- Download the repository
- Run the http server at the root directory
- Navigate to tp3/

How to use:

- **Camera** can be changed:
 - Via the **GUI** on the top-right corner of the screen which can be closed with **Shift+H**
 - By pressing **left-arrow** or **right-arrow**
- **Camera** can be used by clicking and moving each mouse button:
 - **Middle button** zooms in and out
 - **Left button** keeps the target and moves the camera position
 - **Right button** moves both the target and the camera position
- The Checkers game can be started by clicking on the game board located near the tents
- Pieces and tiles can be selected using the **mouse buttons**
- The **ESCAPE** key can be used to:
 - Undo the selection of a piece
 - End the turn (after capturing a piece)