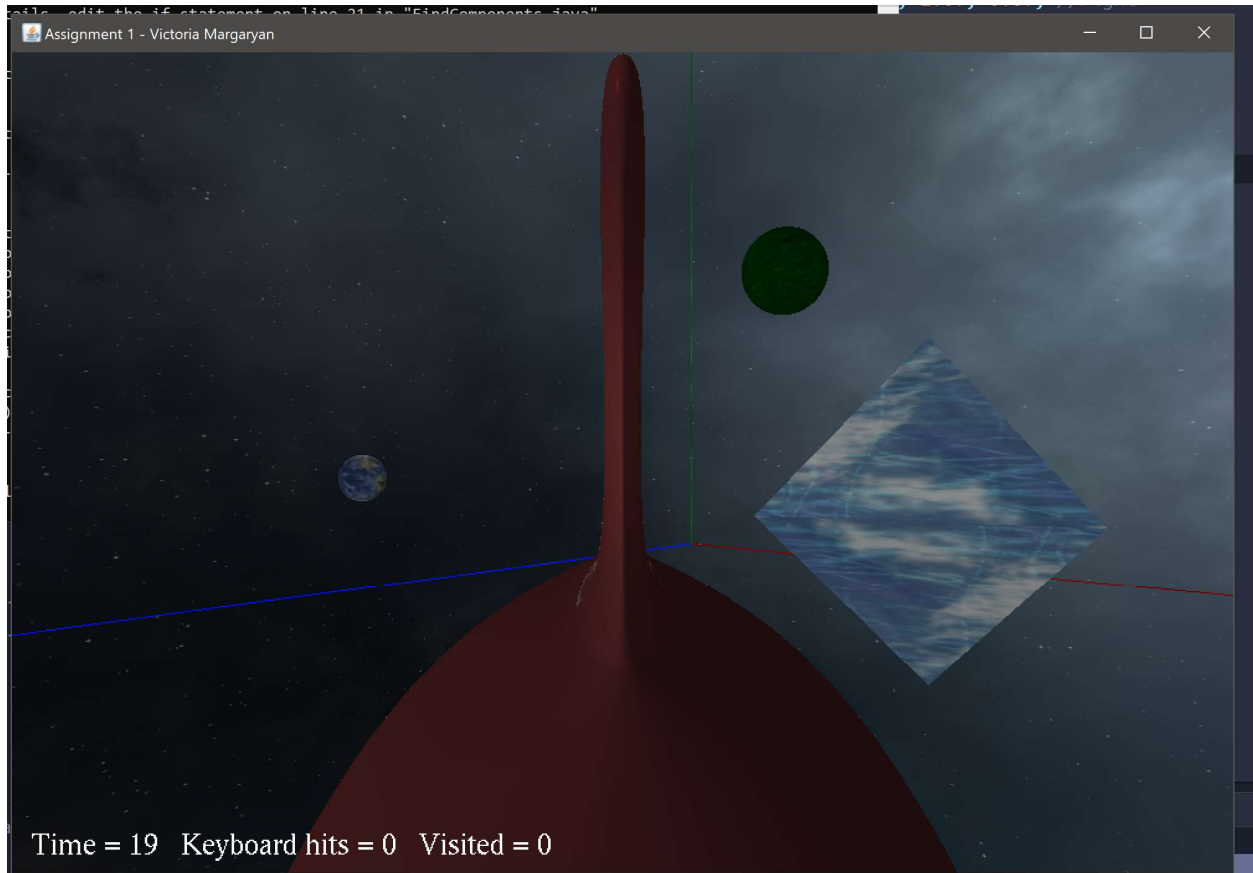


Name: Victoria Margaryan

Screenshot:



How to compile and run program: Run the *compile.bat* file, and then run the *run.bat* file. If you're using VS Code like me, I learned how to make batch files and made a custom one that will do both with user inputs.

How my game is played, a list of the inputs and what they do, and the scoring:

The keyboard user controls are:

"w"	moves the camera forward
"s"	moves the camera backward
"a"	moves the camera left
"d"	moves the camera right
"left arrow"	yaws the camera left
"right arrow"	yaws the camera right
"up arrow"	pitchs the camera up
"down arrow"	pitchs the camera down
"space bar"	if the dolphin is nearby (within 1.5 units), player will hop on. Else, hop off.
"escape"	quits the game
"c"	(taken from the code walkthroughs!!!) increments counter
"v"	(taken from the code walkthroughs!!!) increments counter addition

The gamepad controls are:

Left Joystick	moves the camera forward/backward/left/right
Right Joystick	yaws the camera left/right, pitches the camera up/down
Button 1 (A)	if the dolphin is nearby (within 1.5 units), player will hop on. Else, hop off.
Button 2 (B)	quits the game
Button 3 (X)	(taken from the code walkthroughs!!!) increments counter
Button 4 (Y)	(taken from the code walkthroughs!!!) increments counter addition

The program will use the Cmd Prompt a lot. You'll see the list of controllers, and then what buttons are pressed. The Cmd Prompt will also let you know of other events in the game, like visiting planets, whether you can jump on the dolphin or not, etc. You will not be able to be more than 10 units away from your dolphin in a direction!!!

(if you want to see if a button is being pressed, I used line 483, just uncomment that)

A description of the additional "game activity": After visiting a planet, users can watch as the planet goes through an animation (lasting 10 seconds) of deflating and then disappearing. This was fun to play around with, because it was mock animation. I definitely could have made it smoother if I had more time, and I noticed there was an Animation class too, but I didn't have time. (Tried rumbling, failed 😞 no errors, I got the Rumbler[], but when I told it to rumble it didn't work.)

A description of the additional "game object": I added an ice crystal as the "sun". Just a nice little ice diamond. Textures might look cut off, but they're intentionally set. I took a long time figuring out the normal cords, the texture and vertex cords weren't as hard.

A clear list of the requirements I wasn't able to get working: did it all!!!

~~Key mappings~~

~~Controller mappings~~

~~World axes~~

~~HUD that shows the score~~

~~Tethering to dolphin~~

~~OFF dolphin to visit planet/get credit~~

~~Ambient light + at least one positional light (came with dolphinClick)~~

~~Game Activity~~

~~Game Object~~

A list of anything special I added beyond the requirements: I got the skybox working! I had to manipulate the rage.properties file though. I read the readme.md and it said to make a new properties file if you make changes, and then direct the configuration to your new file. The default file has a skybox path that is nonexistent.

Not sure if I should list the planet explosion animation here as well. I tried adding rumbling to available controllers during the animation, but the rumble(intensity) function did nothing. No errors given, console prints the found Rumbler.

Offset the dolphin! That was easy considering how long it took me to figure out...

Also made the dolphin red by importing a colored texture. Made a green texture for one of the earths.

A list of every asset used in my game, and whether I made it, along with the legal credit:

- I got the skybox texture from the Unity Asset Store, where it was under the Free license:

<https://assetstore.unity.com/packages/2d/textures-materials/sky/starfield-skybox-92717>

- I used the dolphin, earth, and pyramid found in the assets folder. I made the green texture and the ice crystal. I used the chain texture from the assets folder, the ice texture from the csc155 book add-on files (thank you professor!)

Extra notes:

~~My gamepad Testing through the control panel says some buttons were 1234, but in the game, they were different buttons.~~

~~To be clearer, Windows said Buttons 1-A, 2-B, 3-X, 4-Y, but net.java.games.input.Component.Identifier said 1-B, 2-X, 3-Y, 4-A. I changed it so it works for me, a grader might have issues. I was being dumb and struggling over this gamepad issue for A WHILE and I just didn't think of button_0!!!!!!!!!!!!~~

Slight Bug: there seems to be 2 renderings of the world axes, one is much smaller?