

Assignment IV – User Manual

Gameplay

The game begins in an enclosed world with several sheep (gray blocks), chickens (red spheres), and two goals. In single player mode, the player scores by forcing animals into either of the two goals. In previous iterations of the game, this was done by pushing them into the goal. Now, however, both animals will flee the goals, so now you must find ways to force the animals to enter them. Sheep may still be shoved towards the goals (but they will attempt to shove you back), while chickens will run from the player even if it forces them into the goal.

Player Controls

Action	Input
Player Movement	
Move Forward	W
Strafe Left	A
Move Backward	S
Strafe Right	D
Jump	Space
Dash	E
Glide (in air)	Space (Hold)
Camera	
Toggle Camera Mode	Alt
Zoom In/Out	Scroll Wheel
Sound	
Background Music Toggle	O
Background Music +	I

Background Music -	K
Sound Effect Toggle	P
Sound Effect +	U
Sound Effect -	J

Instructions for Testing

Run Assignment/Server/project.godot.

Next run Assignment/Client/project.godot and connect to localhost (default).

Once a client connects, options are available to run the game in single player or multiplayer modes. We did not implement network replication for this assignment, so run in single player mode.