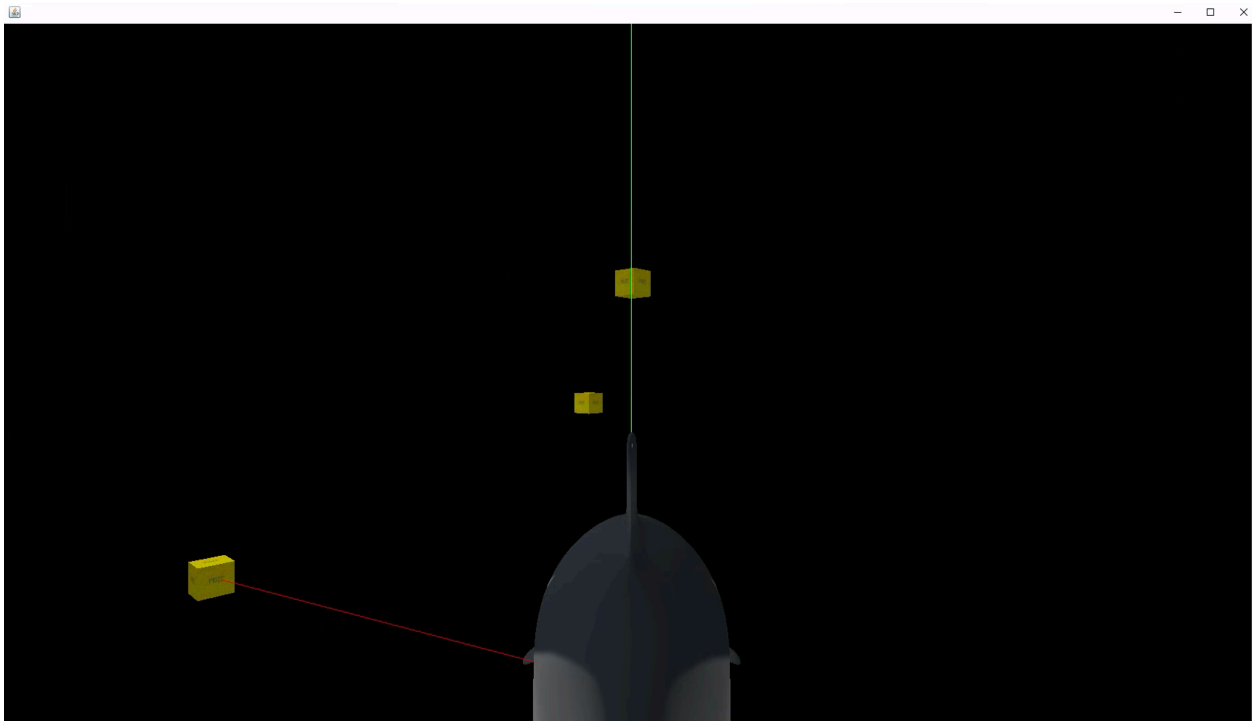


# 1. Nicholas Burt CSC165 Section 2 “A1 – Dolphin Adventure 1”



- 2.
3. To play the game, move close enough to each of the three spinning prize boxes. You will see a count of the boxes collected. Once you reach 3, go home, your done!
  1. Gamepad controls:
    - up y axis - to move camera or avatar forward
    - down y axis - to move camera or avatar backwards
    - left x axis - to turn camera or avatar left
    - right x axis - to turn camera or avatar right
  2. Keyboard controls:
    - 0 - to toggle the rotation of the dolphin.
    - w - to move camera or avatar forward
    - s - to move camera or avatar backwards
    - a - to turn camera or avatar left
    - d - to turn camera or avatar right
    - up - to pan camera up
    - down - to pan camera down
    - space - mount or unmount dolphin
4. Additional game activity, collect the brick weirdshape thing to gain a speed boost

5. Additional game object is the brick weirdshape used as a speed boost
6. Changes made to tage:
  1. Camera Class added methods yaw() and pitch();
  2. GameObject class added method for yaw();
7. Unable to implement
  1. pitch() in the objectClass. Therefore the up/down keys do not effect movement wile mounted on the dolphin. However this is implement for the camera/non-mounted
  2. There is also not a directional light.
8. Nothing special
9. Assets Used:
  1. dolphinHighPoly.obj from class
  2. TEXTURE: brick1.jpg - <https://www.freepik.com/free-photos-vectors/brick-wall-texture>
  3. checker.jpg - [https://www.freepik.com/free-vector/flat-distorted-checkered-background\\_14213469.htm#query=checkerboard&position=0&from\\_view=keyword&track=sph](https://www.freepik.com/free-vector/flat-distorted-checkered-background_14213469.htm#query=checkerboard&position=0&from_view=keyword&track=sph)
  4. Dolphin\_HighPolyUV.png -from class handout
  5. prizeBox.jpg - made, modified from brick1 texture