

Controls for the game:

B – move left, M – move right, N – shoot with selected weapon, 1 – select minigun (fast and weak), 2 – select rockets (slow and strong).

When getting 100 score you can upgrade a ship: U – upgrade weapon damage, I – upgrade health.

All credits for models used goes to original authors, downloaded from <http://tf3dm.com/>.

Used ideas from <http://ogldev.atspace.co.uk/> and <http://www.opengl-tutorial.org/>.

In program I used glm, ASSIMP, SOIL, FREE GLUT libraries and glsIDebug shader debugger.

For terrain generation L3DT 16.03 Standard was used with some hand-editing.

The game is not totally finished and I look forward to finish it soon.

