

USERS MANUAL

FEUP's Racing Game

T01G08

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1. Start the game.

To start the game, the index.html file must be open with a Live Server extension such as Live Server or Five Server, which opens the game locally in **http://127.0.0.1:5500/tp3/index.html**.

2. User Instructions

2.1.Used keyboard keys.

W	Moves car forward.
A	Turns car to the left.
S	Moves car backwards.
D	Turns car to the right.
P	Pause the game.

2.2.Start Menu.

All actions mandatory to start the game.



2.2.1. Input player's name.

Please insert the name you want to have during the game.

2.2.2. Click “Pick Manual Car”

Hover over the manual car model you want to race with, select it and click the “Done” button once you’re happy with your choice.

2.2.3. Click “Pick Autonomous Car”

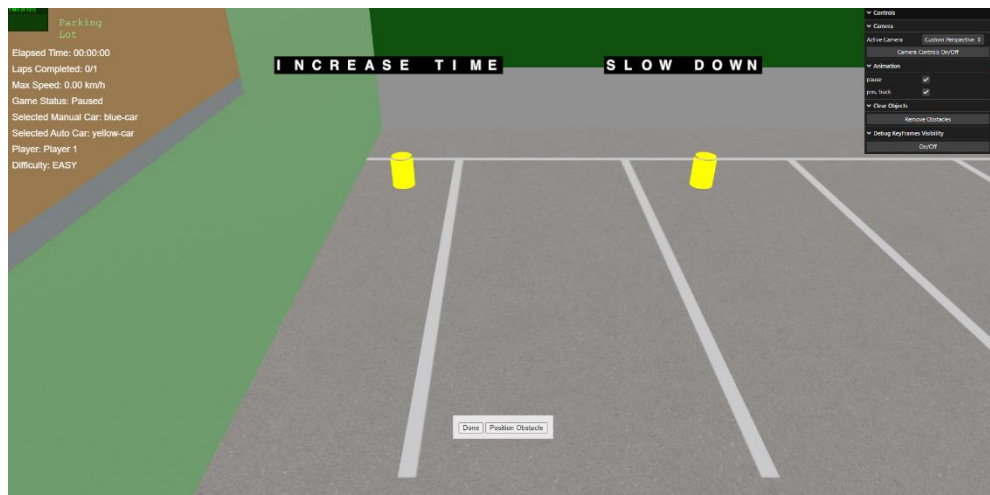
Hover over the autonomous car model you want to race against, select it and click the “Done” button once you’re happy with your choice.

2.2.4. Click “Start Game”

Once you click the “Start game” button the race will start after the countdown of 3 seconds so be prepared to take off!

2.3.Obstacles Menu.

When pressing the “P” key, the game is paused, and the camera shows the billboard display. In this view, there’s a button “Add Obstacle” which will take you to the obstacles parking lot:



Hover over the obstacle you want to place in the scene, click it and then select the button “Position Obstacle” to place it in the desired position by dragging the object. To improve the dragging action, it is suggested that you toggle the “Camera Controls” off in the GUI (top right corner) and then toggle it on again to proceed with the game. You can add as many obstacles as you want by following these instructions.