

## Controls

### Physics Game

Camera – a,w,s,d

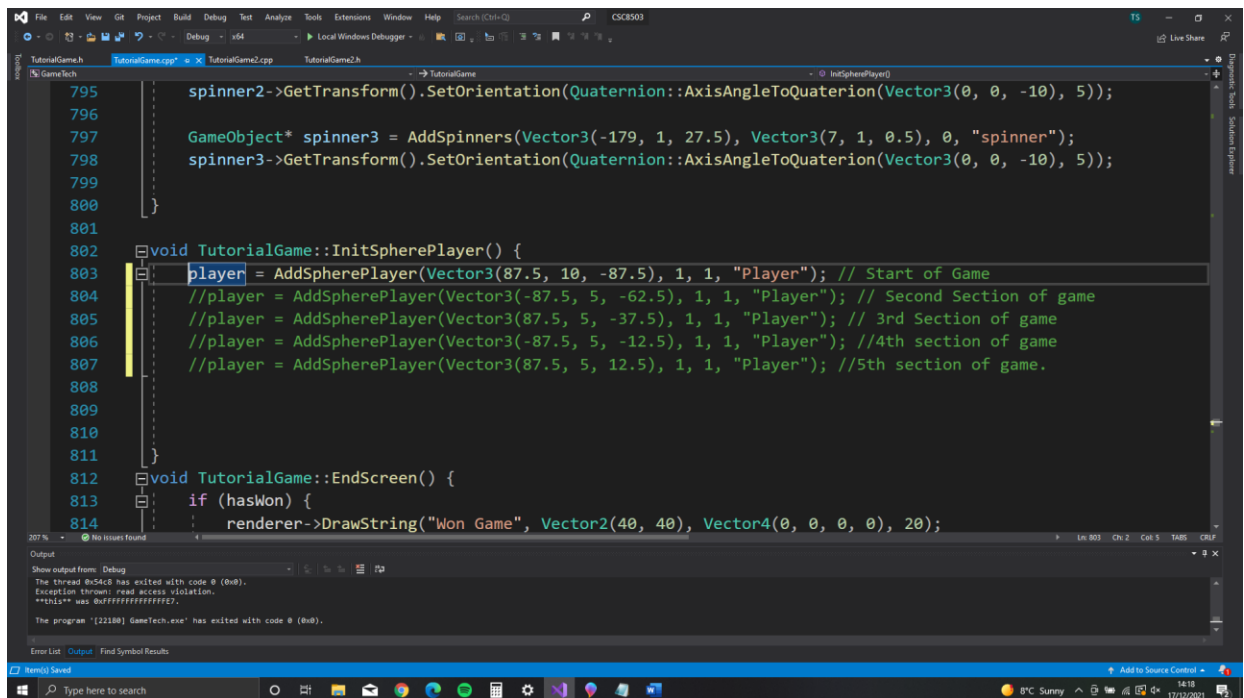
Each Object Must be selected in order to use.

Purple Objects – Use A and D to rotate the planes to make a moment like game to push along the sphere.

Green Objects = Use Left and Right arrows to push ball away from Barrier.

Brown Objects – use Down arrow to flick ball to the next section of the game.

Red Object – use Up and Down arrows to move plane to try catch the ball.



```
795     spinner2->GetTransform().SetOrientation(Quaternion::AxisAngleToQuaterion(Vector3(0, 0, -10), 5));
796
797     GameObject* spinner3 = AddSpinners(Vector3(-179, 1, 27.5), Vector3(7, 1, 0.5), 0, "spinner");
798     spinner3->GetTransform().SetOrientation(Quaternion::AxisAngleToQuaterion(Vector3(0, 0, -10), 5));
799
800 }
801
802 void TutorialGame::InitSpherePlayer() {
803     player = AddSpherePlayer(Vector3(87.5, 10, -87.5), 1, 1, "Player"); // Start of Game
804     //player = AddSpherePlayer(Vector3(-87.5, 5, -62.5), 1, 1, "Player"); // Second Section of game
805     //player = AddSpherePlayer(Vector3(87.5, 5, -37.5), 1, 1, "Player"); // 3rd Section of game
806     //player = AddSpherePlayer(Vector3(-87.5, 5, -12.5), 1, 1, "Player"); //4th section of game
807     //player = AddSpherePlayer(Vector3(87.5, 5, 12.5), 1, 1, "Player"); //5th section of game.
808
809 }
810
811
812 void TutorialGame::EndScreen() {
813     if (hasWon) {
814         renderer->DrawString("Won Game", Vector2(40, 40), Vector4(0, 0, 0, 0), 20);
815     }
816 }
```

Output

Show output from: Debug

The thread 0x54c8 has exited with code 0 (0x0).

Exception thrown: Bad Access violation.

\*\*\*this\*\*\* was 0xfffffffffffff000.

The program "(22188) GameTech.exe" has exited with code 0 (0x0).

Please use InitSpherePlayer() to place ball into different sections to play each section if cant do it one go.

### Physics Game

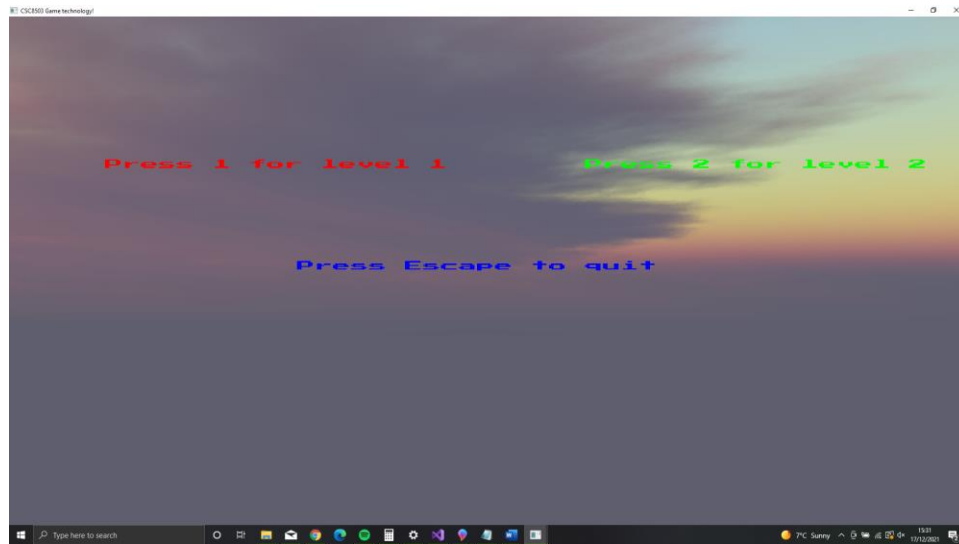
Camera – a,w,s,d

Each Object Must be selected in order to use.

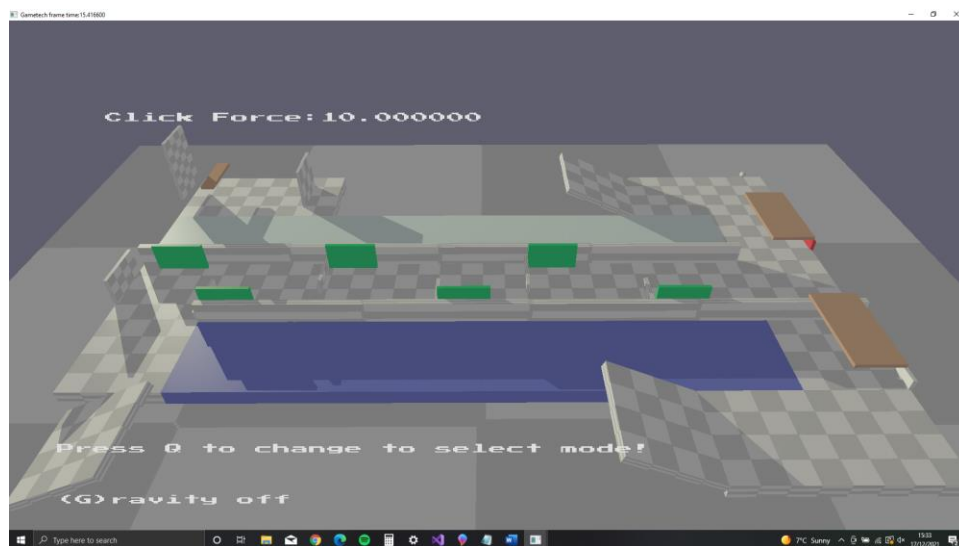
Player Sphere movement a,s,d,w.

## Screenshots

## Menu



## Physics Game



AI

