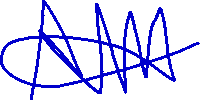
Anna Irene Margaritis S1905566  
Computer Games (Software Development), Games Programming 3 coursework documentation

*I confirm that the code contained in this file (other than that provided or authorised) is all my own work and has not been submitted elsewhere in fulfilment of this or any other award*.

*Signature*.



Contents

[1 Introduction 3](#_Toc103270526)

[2 Vertex Shader 3](#_Toc103270527)

[3 Fragment Shader 4](#_Toc103270528)

# Overview

The finished project can be found here: <https://github.com/voidirene/GP3-CWK>  
[TODO:SETPUBLIC]

The game’s controls are as follows:

* WASDQE to move
* F to fire
* T to toggle between different camera modes
* L to lock/unlock free camera movement

ETC

Asteroids appear on different points on the screen within a certain field every time the game is launched.

# Camera Modes

The game features two different camera modes.

The first is a top-down or ‘eagle-view’ camera. This is the camera mode that is on by default when launching the game. When in this mode, the camera will move to chase the spaceship and always keep it in the center of its view.

The second mode is a

The switching between camera modes is done via a Boolean that changes value every time the player hits the toggle key. When the Boolean is true, the camera will lock on the spaceship. While it is false the camera will not lock on the spaceship, and the player will be able to use the arrow keys

# Minimap

# Collision and Combat

NOTES lol

2000 word limit

Description of code

* Numbered sections
* Fully justified text format
* Labelled tables & figures
* Consistent formatting & labelling