User manual for PA3

20181016 권용민

In my PA3, computation cost is so big, so please translate or create the object slowly.

User Interface

1. Bunny Creation
   If you do right click on 2, 3, 4 sub window, a bunny will be created at the point clicked. But when a bunny is created, if it is overlapped with existing bunnies or out of the sand box.

2. Bunny Translation
   If you select a bunny and drag, it will be translated. But, at translated position if the bunny is overlapped with existing bunnies or out of the sand box, the translation will be cancelled.

3. Keyboard interaction
   Spacebar: A bullet will be shouted. As long time as you push the spacebar, the bullet will be shouted faster.
   "p" or "P": Moving bullets will be paused or Paused bullets will start moving again. Default is "false", so if a bullet is not shouted at first time, please try push "p" key. (When bullets are moving, all bunnies will not be translated, and new bunny will not be created.)
   "B" or "b": The AABB volume structure of each bunny will be shown or disappear.

➢ I could not implement the dynamic collision test, which checks the collision between bullets and bunnies and the color change of the sandbox.