

# War Droid User Guide

ICT207 Project — Team Honir

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## Compiling

The project was compiled using the GNU GCC compiler in conjunction with CodeBlocks as the IDE. In order to compile, the linker settings will require the following libraries in the Link Libraries section (located under Project menu→Build Options →Linker Settings tab):

- Libglu32.a
- Libglut32.a
- Libmingw32.a
- libSDL.dll.a
- libSDL.main.a
- libSOIL.a
- alut.lib
- OpenAL32.lib

The libraries themselves can be found in the “lib” folder within the source directory. You will also need to add the “include” folder in the base source directory to your compilers search directory. You may also need to direct the compiler to your SDL and GLUT include directories under Search Directories if your compiler’s main include directory does not contain these headers. Once the libraries have been linked, click the Build menu, and click compile (or Ctrl-F9 for shortcut). If there are some issues, most likely the libraries or include directories have not been correctly configured. This project has been built and compiled in excess of 9000 times between all project members, the libraries were added the same way for all and there were no issues on compilation of this project. Copy the .dll files found in the “dlls” folder to your build directory, and the project is now ready to be run!

## Guide to Shay’s World

### *Shay’s World Key Bindings*

- UP/DOWN:** Move forwards/backwards
- LEFT/RIGHT:** Turn the player left/right
- Z/X:** Strafe left/Strafe right
- Q/A:** Look up/down
- SPACE:** Display welcome screen/instructions
- M:** Display University map
- ESC:** Display the exit splash screen, then Left Click to exit

Now you can tour Shay’s World using the previously mentioned key binds. The extension this project added to Shay’s World was the Physical Sciences entrance hall. Once you climb the initial stairs, keep moving forward and Physical Sciences entrance is located roughly 50-100 metres ahead.

Once inside, the extension can be explored. The first main feature would be the double stair case leading to the upper level. At the top of the stairs is the portal to the WarDroid game world. Spend some time looking at the portal before entering it. It was designed to be awed over! There’s a lot of math behind the fluid simulation! Once you are sick and tired of Shay’s World, please enter the portal.

## Guide to the War Droid Universe

### *War Droid’s Key Bindings*

- W/S/A/D:** Move forward/backwards/strafe left/strafe right
- Q/E:** Rotate mech legs left/right
- 1/2/3:** Switch between your weapons (assault cannon, rocket launcher, and laser gun, respectively)
- MOUSE:** Moving the mouse will rotate the first person view left/right or up and down.
- SPACEBAR:** Fire your weapon!
- ESC:** Access in-game menu.

Once you enter the portal in Shay's world, you will find yourself thrust into battle against Shay's minions. You will find yourself on a planet — a once lively planet that has been corrupted by Shay. The order of the planets, and what the tethers are, is discussed in the design documentation of the game.

To exit the game from this point, access the in-game menu, and choose the last option, "Quit War Droid".