

## **Don't Be Dinner**

Release Date: December 6, 2011

Build Date: December 5, 2011

Developed by Mechanical Engineering Department

Carnegie Mellon University

<http://www.cmu.edu/me/>

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### **System Requirement**

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OS\*: Windows XP SP2/Vista/7

Free Hard Drive Space: 320+MB

DirectX Version: 9.0c+

Color Quality: 16-bit or 32-bit color mode

Controls: Keyboard

To compile the game yourself, the GLUT OpenGL Utility

Toolkit is required. See section below on GLUT installation.

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### **Installing the Game**

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The first step is to decompress the zip package. The second step is to drag the whole folder to anywhere on your computer. Enter the folder and click the file ended with .exe and you will see the menu immediately. You will need software to unzip the file before you install the game. The .exe file needs to be with the source files to run. To compile the .cpp files yourself, create a project and add every source file (.cpp, .h) in the folder to the project.

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### **Getting Started**

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When you launch the game, you will see three options on the menu; the first one is "1 Player", the second one is "2 Players", and the third one is "End the Game". You can press the key appearing on the left side of the option to select it. Once you choose either "1 Player" or "2 Players", you will proceed to another menu, which allows you to remap the keyboard. If you press D button to choose the default setting, the game will automatically start. If you press R button, you will proceed to a screen that instructs you to remap the keyboard step by step. After remapping buttons, you are able to start the game immediately.

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## Playing the Game

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### The Basics

Don't Be Dinner is a time trial game, so the goal of the game is to arrive the finish line as soon as possible. The game will end when all players pass the finish line. You are only allowed to swim inside the track, and the wall will bounce you back if you are trying to break through it. Once the game finishes with all players at the finish, the exit screen will show. Press Q to quit the game.

### Controls

The control of this game is simple. In single player mode, you can press UP Key to move forward; press DOWN Key to brake or move backward; press LEFT Key to turn left; press RIGHT Key to turn right. In multi-player mode, controls of player 1 stay the same, and player 2 can press W KEY to move forward; press S KEY to brake or move backward; press A KEY to turn left; press D KEY to turn right.

### Other Fishes

- Racers
- Swarm

### Hooks

Hooks are randomly placed on the track. Once you run into a hook, you will be pulled up out of the track for a short time. You are not allowed to control your fish while the hook is moving, which will increase the time you will spend completing the track. Once released, you continue at the speed you were going when captured.

### Reset

If, after a few seconds, you decide to start over again, you may press the SPACE Button to reset every thing in the game. In this way, the timer will become zero and all fishes will be placed to where they started.

### Pause & Continue

You can pause the game by pressing P Key, and everything

will stop. Press the C key to continue.

### **Exit**

You can exit the game at any time by pressing the ESC key. At the exit screen press Q to quit the game.

### **Resize the Window**

You can resize the window by simply left-clicking the frame of the window and dragging it to a size you prefer.

### **HUD**

HUD is located on the top-left corner of the window. It displays the current speed you have and the direction you are moving toward. When you are moving in the wrong direction, HUD will give you a warning sign.

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### **Credits**

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This game is created by students in F11-24780.

Game design and programming: Sam Dymont  
Gary Verma  
Jackie Yang  
Ting-Hao CHEN  
Ching-Heng Lu  
Yi-Tsen Pan  
Michael Lin

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### **Usage Acknowledgement**

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You are completely free to use those figures in the zip package in any commercial or non-commercial render, image, or animation. You may NOT sell or give away any files found in this zip package without express permission. You are free (and encouraged) to make your own textures.

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### **Installing the Game (cont'd)**

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To install the GLUT package, download the appropriate .zip

file at this site:

<http://user.xmission.com/~nate/glut.html>

Follow the instructions given here:

<http://user.xmission.com/~nate/glut/README-win32.txt>

See transcribed instructions below:

Copy:

```
    glut32.dll to %WinDir%\System,  
    glut32.lib to $(MSDevDir)\..\..\VC98\lib, and  
    glut.h     to $(MSDevDir)\..\..\VC98\include\GL.
```

On our test computer, for installation this installation was:

Copy glut.h to:

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C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Include\gl
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Copy glut32.lib to:

```
C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Lib
```

Copy glut32.dll to:

```
%WinDir%\System
```