Controls

```
/****************************************************************************************************/
/* KEY MAPPING                                                                                     */
/****************************************************************************************************/
/*------------------------------------------------------------------------------------------------*/
/*| KEY              | ACTION                                                                  |*/
/*------------------------------------------------------------------------------------------------*/
/*- GAME CONTROLS                                                                               -*/
/*------------------------------------------------------------------------------------------------*/
/*| W                | move forwards                                                           |*/
/*------------------------------------------------------------------------------------------------*/
/*| S                | move backwards                                                          |*/
/*------------------------------------------------------------------------------------------------*/
/*| A                | rotate clockwise                                                        |*/
/*------------------------------------------------------------------------------------------------*/
/*| D                | rotate counterclockwise                                                 |*/
/*------------------------------------------------------------------------------------------------*/
/*| SPACE            | jump                                                                    |*/
/*------------------------------------------------------------------------------------------------*/
/*| LEFT SHIFT       | sprint                                                                  |*/
/*------------------------------------------------------------------------------------------------*/
/*| LEFT MOUSE CLICK | swing bat                                                               |*/
/*------------------------------------------------------------------------------------------------*/
/*- REQUIRED BY CGUE                                                                            -*/
/*------------------------------------------------------------------------------------------------*/
/*| F5               | change MipMapping                                                       |*/
/*------------------------------------------------------------------------------------------------*/
/*| F4               | change Texture Quality                                                  |*/
/*------------------------------------------------------------------------------------------------*/
/*| F6               | enable/disble SSAO                                                      |*/
/*------------------------------------------------------------------------------------------------*/
/*| F7               | enable/disble shadows                                                   |*/
/*------------------------------------------------------------------------------------------------*/
/*| F8               | enable/disble culling                                                   |*/
/*------------------------------------------------------------------------------------------------*/
/*| F9               | enable/disble blending                                                  |*/
/*------------------------------------------------------------------------------------------------*/
/*| F10              | enable/disable Cel Shading                                              |*/
/*------------------------------------------------------------------------------------------------*/
/*| F1               | pause/resume game                                                       |*/
/*------------------------------------------------------------------------------------------------*/
/*| F2               | enable/disable FPS counter                                              |*/
/*------------------------------------------------------------------------------------------------*/
/*| F3               | change GL_POLYGON_MODE                                                  |*/
/*------------------------------------------------------------------------------------------------*/

/*- OTHER FUNCTIONS                                                                             -*/
/*------------------------------------------------------------------------------------------------*/
/*| J                | enable/disble shadowDebugging                                           |*/
/*------------------------------------------------------------------------------------------------*/
/*| G                | enable godmode                                                          |*/
/*------------------------------------------------------------------------------------------------*/
/*| Q                | iff (godmode) -> camera up                                              |*/
/*------------------------------------------------------------------------------------------------*/
/*| E                | iff (godmode) -> camera down                                            |*/
/*------------------------------------------------------------------------------------------------*/
/*| B                | switch between phong and blinn-phong lighting                           |*/
/*------------------------------------------------------------------------------------------------*/
/*| M                | enable/disable sounds                                                   |*/
/*------------------------------------------------------------------------------------------------*/
/*| P                | enable/disable partyMode                                                |*/
/*------------------------------------------------------------------------------------------------*/
/*| X                | enable/disable MiniMap                                                  |*/
/*------------------------------------------------------------------------------------------------*/
/*------------------------------------------------------------------------------------------------*/
```