



Project

Due Date: Thursday 26 December 2013

In the term project you will be implementing a small computer game using OpenGL under Linux.

Requirements

The project is to include the following:

- 3D models (created using any modeling program or downloaded from the internet).
- Lighting (at least point lights).
- Texture mapping (for models, environment, ... etc.).
- 2D motion is enough (i.e. motion on a plane), 3D motion is bonus.

Instructions

- You will work in groups of 2-3 students.
- The game is to be implemented in C++ under Linux with OpenGL, similar to the labs.
- You can use any C++ library you like that will help you with e.g. sounds, loading models, ... etc.
- Divide the work amongst yourselves, each one will be graded based on his/her contribution.
- Make sure your code is tidy and well commented. This carries part of the grade.
- Get approval for your idea from the TAs by 5 December, to make sure it's not too big or too small.

Good luck!