

Team: David Baird
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Title: Asteroids 3D

Description: A game inspired by the 2D game asteroids brought into 3 dimensions.

Platform/Environment: C++ using OpenGL for graphics, Bullet physics for a physics engine and potentially the Qt Framework for OS interactions.

Programming Languages:

Language	David Baird	Aaron Holt
C++	Advanced	Intermediate
GLSL	Beginner	Beginner

Functionality:

- A ship model and polyhedron asteroids
- Flight maneuverability (the ship can move in space)
- Bullets fired from ship
- Bullets destroy asteroids
- Asteroids move in space
- Wrap-around bounding box

Stretch:

- Player select
- Scoring/high score screen
- Multiple levels
- Additional weapons
- Additional asteroid types or alien ships