

TRAFFIC RACER

COMPUTER GRAPHICS PROJECT

SUPERVISOR:
ENG. YAHIA ETMAN

WORK LOAD

- ▣ KARIM SAQER. SEC:2 B:9
- ▣ KARIM MOHAMED. SEC:2 B:8
 - PHASE 1:
 - ▣ MESH
 - ▣ TRANSFORM
 - ▣ FORWARD RENDERER SYSTEM
 - ▣ SKY RENDERING
 - ▣ POSTPROCESSING
 - PHASE 2:
 - ▣ LIGHTING SYSETEM
 - ▣ INTEGRATE LIGHTING WITH COMPONENTS
 - ▣ COLLISION SYSTEM
 - ▣ MAIN MENU STATE
 - ▣ GAME-OVER MENU STATE
 - ▣ NEW POSTPROCESSING

WORK LOAD

- ▣ Khaled Mostafa. SEC:1 B:21
- ▣ Abdelrahman Ashraf. SEC:1 B:35
 - PHASE 1:
 - ▣ Shader
 - ▣ Pipeline State
 - ▣ Texture
 - ▣ Sampler
 - ▣ Material
 - ▣ Entities and Components
 - PHASE 2:
 - ▣ Score and its logic
 - ▣ Car movement
 - ▣ Breaking
 - ▣ Randomness of the cars
 - ▣ Infinity render of the roads and lamp poles
 - ▣ Render the components
 - ▣ Integration speed and time with score
 - ▣ Integrate new postprocessing with game

TRAFFIC RACER

Start



Score: 3



GAME OVER

Score: 54