Crazy Delivery



Computer Graphics Project - Final Phase

Under Supervision Of

ENG. Yahia

Workload

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Phase 1

Shader, Mesh, Pipeline State, Texture, Sampler Phase 2

Building the map, Lighting, Collision System, Battery handler System, Delivery System, Radio System, Event Handler

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Phase 1

Shader ECS Sky Forward-Renderer Phase 2

Event Handler
Knife System
Street Lights
Lighting
Collision System
Car design, moon, sky

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Phase 1

Forward-Renderer Shader Post-Processing Phase 2

Car movement Knife System Postprocessing Car design Throwing Knife Directional signs

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Phase 1

ECS
Pipeline
Shader
Forware-Renderer

Phase 2

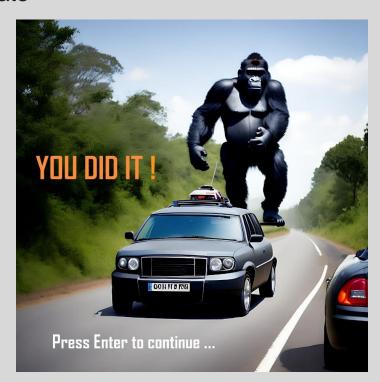
Building the map,
Big Obstacle
Collision System
Energy
Movement System
State Transitions

Screen Shots

1- Main Menu



2- Win State



3- Lose State



4- Game Screenshots





