Pac Man like Game

Essential Requirements

- Project's implementation should be done using Modern OpenGL pipeline taught in the labs.
- Your project should have the following features:
  1) A well designed code is essential.
  2) A textured skybox for the project's environment. (Choose appropriate six faces of any room).
  3) Basic collision detection between **the camera** (1st person camera) and the **environment's walls** (i.e. the skybox).
     a. Use and manipulate a camera to move in the scene as discussed in the 6th lab "First Person Camera" lab.
  4) Scene lighting: a **Pin point source** is required.
  5) Load basic models (**cubes** with different sizes, an**item** as a small cube) with <u>different materials</u> for each model.
  6) Camera must be (TPS) third person shooter.
  7) Collecting items increase your score, you need to collect all items in the room to complete the level.

Bonuses

  1) Load models like (Pac man. pac-dots, enemy).
  2) Design more than 1 level.
  3) Create at least one animation that starts with completing a level and ends after a certain period of time. (ex: Dance)
  4) Multiple light sources.
  5) Build a more complex environment (Maze instead of Room).
  6) Add GUI screens (ex: start screen, option screen, loading screen …).
  7) Add Enemies to the game.
  8) Implement some kind of AI to allow enemies to chase you in the project.

Helper screen shots