

**-Games Programming 2-**

**Coursework**

**Module number:** M3I626039-20-A.

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**Disclaimer**

*“I confirm that the code contained in this file (other than that provided or authorised) is all my own work and has not been submitted elsewhere in fulfilment of this or any other award.”*

***Alessio S.***

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# Project Introduction

Beginning.

# References

All textures and models have been properly modified, to some extent, in order to fulfil the game purposes.

Woodpecker Bird 3D Model:

<https://free3d.com/3d-model/humming-bird-74440.html> .

Woodpecker Feather Texture:

[Pin on oc: emil alfero (pinterest.com)](https://www.pinterest.com/pin/387802217898313795/) .

Maple Tree 3D Model:

<https://free3d.com/3d-model/maple-tree-262328.html> .

Tree Bark Texture:

[Tree bark texture – free photo on Barnimages](https://barnimages.com/tree-bark-texture/) .

Background Leaf Texture:

[Forest floor texture Images - Search Images on Everypixel](https://www.everypixel.com/q/forest-floor-texture) .

Maple Tree Leaves 3D Model:

<https://free3d.com/3d-model/maple-leaf-v1--353224.html> .

Falling Leaves Texture

[Red Maple Leaf, Watercolor, Paint, Wet Ink, Autumn, Autumn Leaf Color, Kelutsinaran Dan Kelutcahayaan, Green transparent background PNG clipart | HiClipart](https://www.hiclipart.com/free-transparent-background-png-clipart-jdtau) .