

# Computer Graphics Project Report

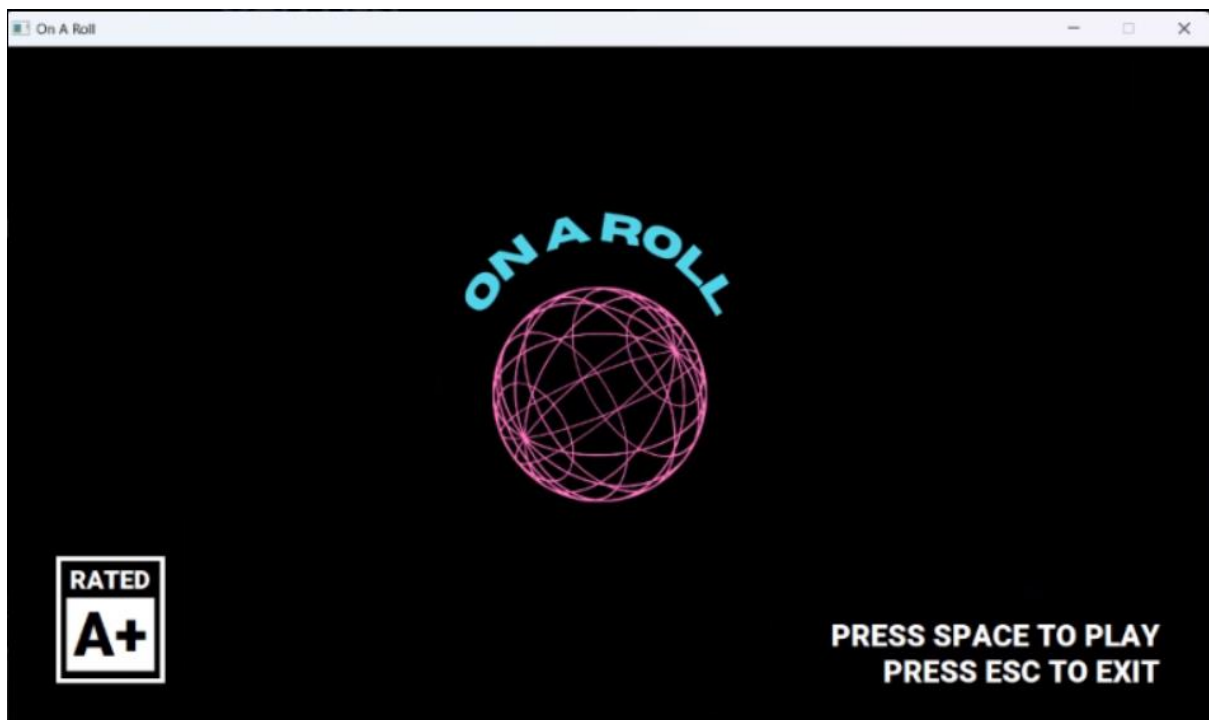
Name	ID
Ali Mohamed Ali	1190223
Amr Yasser Salah El-Din	1190380
Omar Atef Ahmed	4200338
Yomna Osama Hussein	1190203

## Contributions:

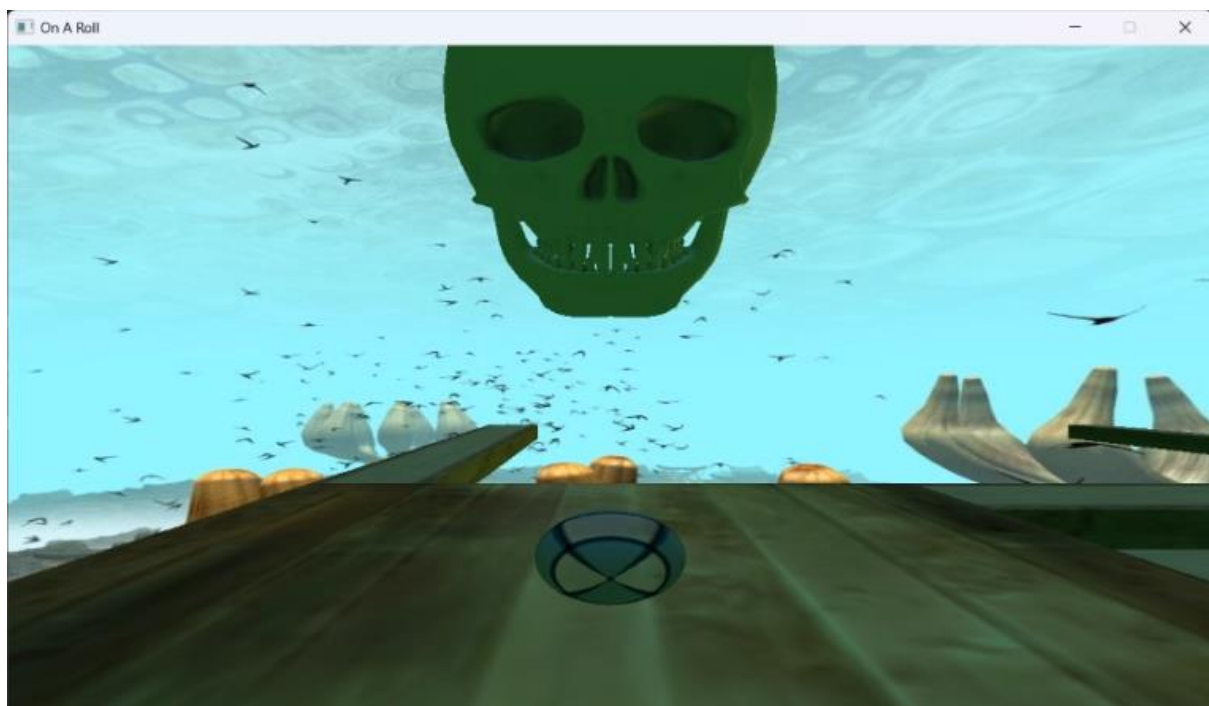
Members	Ali	Amr	Omar	Yomna
Requirements in phase 1	1, 4, 7, 9, 10, 11	1, 2, 5, 6, 8, 9, 10, 11	3, 4, 7, 10, 11	1, 5, 6, 8, 10, 11
Phase 2	Game Logic	Lights	Game Logic	Lights

In phase 2, all of us have contributed almost equally to all the parts of the project; we started by understanding what we needed to do to implement lighting in our game. Later on, we realized it was taking far too long for all the members to work on it. So, Amr and Yomna started working more on the lighting process, while Ali and Omar worked on the game design, logic, and working on finding the suitable objects, sky background, and post processing effects to make the game more appealing and coherent.

## 1) Menu State



## 2) Start of the game



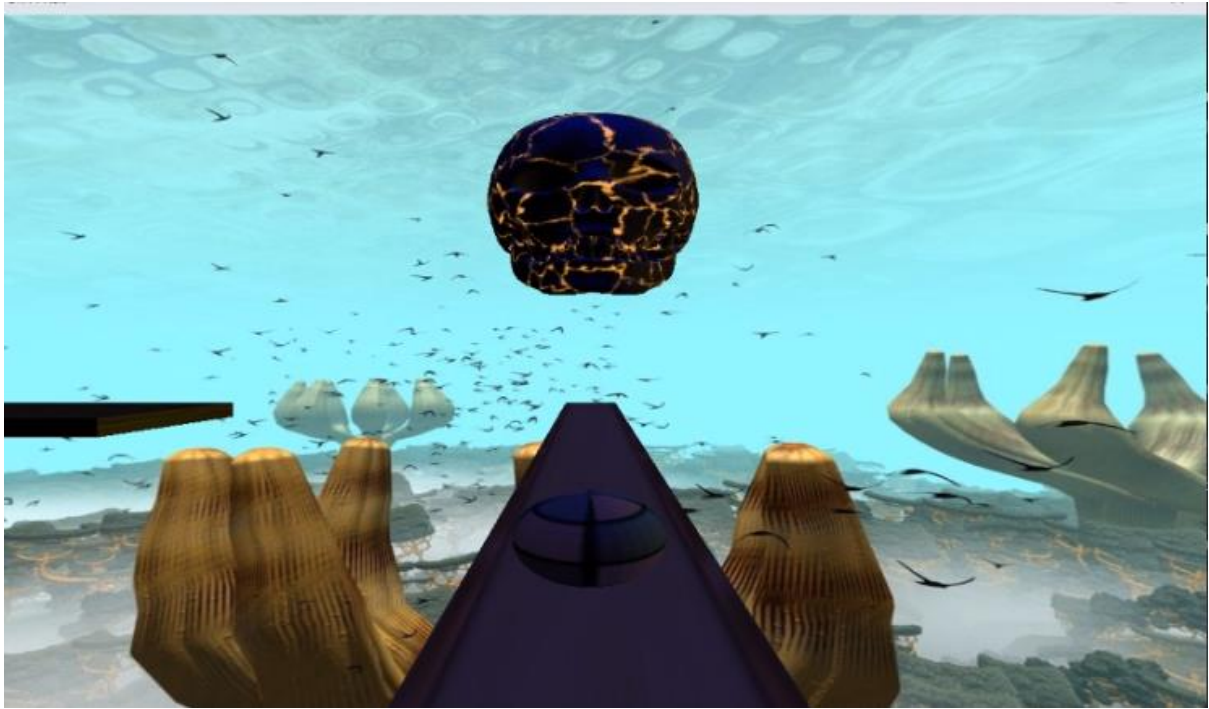
3) Start of the game with post-processing effect (plus tinting)



4) Start of the game with post-processing effect (no tinting)



5) An emissive object indicating the direction you took is incorrect



6) Moving to the statue triggers the win state



7) Win State is triggered

