

JAVACADO PRESENTS

Space Shooter GAME



MULTIMEDIA AND GRAPHICS INTERNSHIP



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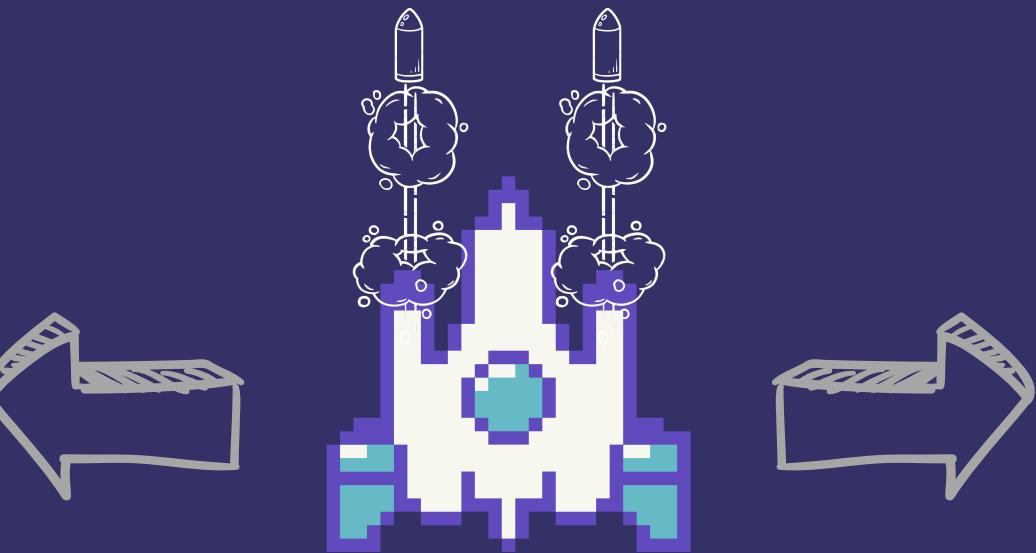
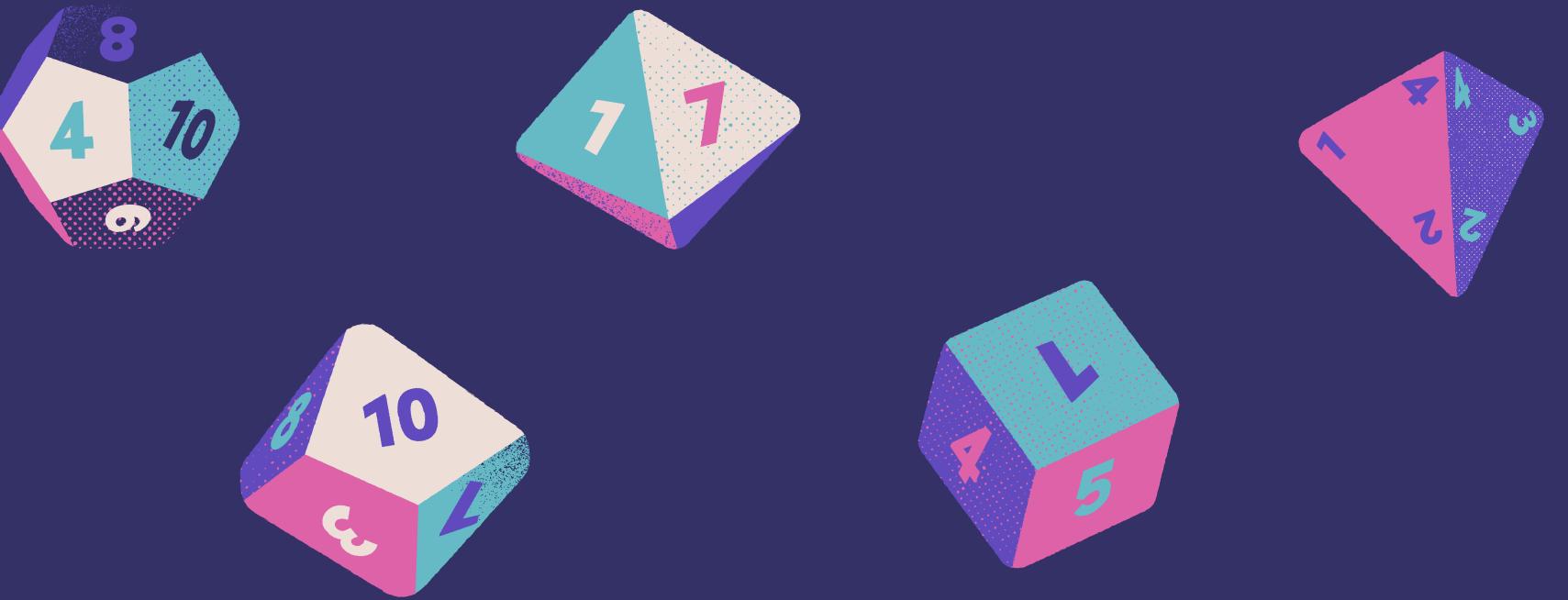
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Introduction

The premise in Space Shooter is really simple:

Your space piloting skills are the only thing standing between the Earth and a dangerous alien invasion, which you must stop only with the help of your loyal spaceship.

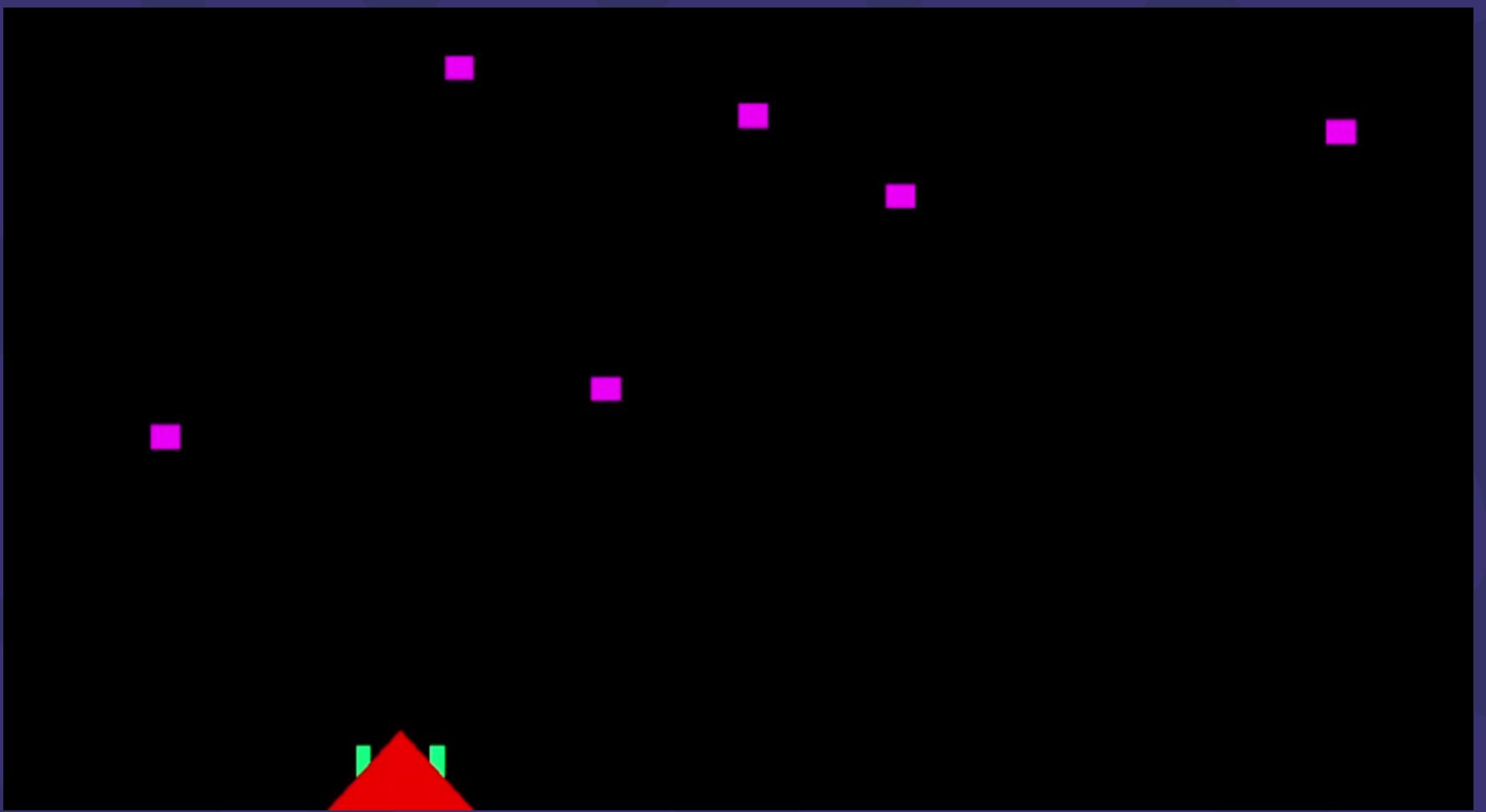


METHODOLOGY

OpenGL and C language was used to create the game.



Result



Conclusion



Points:

- 01 OpenGL and C language was used to create the game.
- 02 Concepts of Computer Graphics from the SDP were used to make the game.
- 03 Concepts of Multimedia from the SDP were used to make the presentation.

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Thanks you

