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| **Semester: Spring 19-20** | **Group No: 5 Sec-B** |

**Project Information (Fill-up by Student)**

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| **Project Title: Shaat Gombuj Mosque**  **Introduction:** The Sat Gambuj Mosque ('Seven Domed Mosque') is near the northwestern outskirts of Dhaka in the Mohammadpur area.It is a fine example of the provincial Mughal style of architecture introduced in Bangladesh in the 17th century. The mosque's most notable features are its seven bulbous crowning the roof and covering the main prayer hall. Probably erected by Governor Shaista Khan, the monument stands in a romantic setting on a buttressed 15-foot-high bank overlooking an extensive flood plain. |

**Evaluation: (ID and Student Name fill-up by Student)**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Student Name** | | **Sec** | **Code (15)** | **Viva (15)** | **Idea**  **(7.5)** | **Report**  **(7.5)** | **Demo**  **(5)** | **Total**  **(50)** |
| **17-34957-2** | **Alam, Shababul** | | **B** |  |  |  |  |  |  |
| **17-34941-2** | **Ayshik md wali mosnad** | | **B** |  |  |  |  |  |  |
| **18-37868-2** | **Ayan Roy** | | **B** |  |  |  |  |  |  |
| **18-37619-1** | **Hasnat Bin Sayed** | | **B** |  |  |  |  |  |  |
|  |  | |  |  |  |  |  |  |  |
| **Demo Submission Date:** | |  | | | | | | |  |
| **Final Submission Date:** | | **3/01/2021** | | | | | | |  |

**External Information**

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| --- | --- |
| **Faculty Name** | **Signature** |
| **DR. MD. ABDULLAH - AL - JUBAIR** |  |
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# Objective of project

As Sat Gambuj Mosque is the most beautiful historical architecture, we tried to show the scenario through our graphics project. We have added animation to make it more and more in our goal is to show the scenario of Sat Gambuj Mosque along with the beautiful natural view of Bangladesh.

# System Features

* Mosque View
* Mosque Street With Trees
* Animated River, Boat, Windmill
* Sky, Cloud, Sun, Star
* Movement of Sun and Cloud
* Keyboard interaction(speed control, pause, start)
* Use of Scaling loop
* Implement of Sound
* Multiple Display

# Software Used

* Code Blocks
* Some addition file including Wav

# Implementation

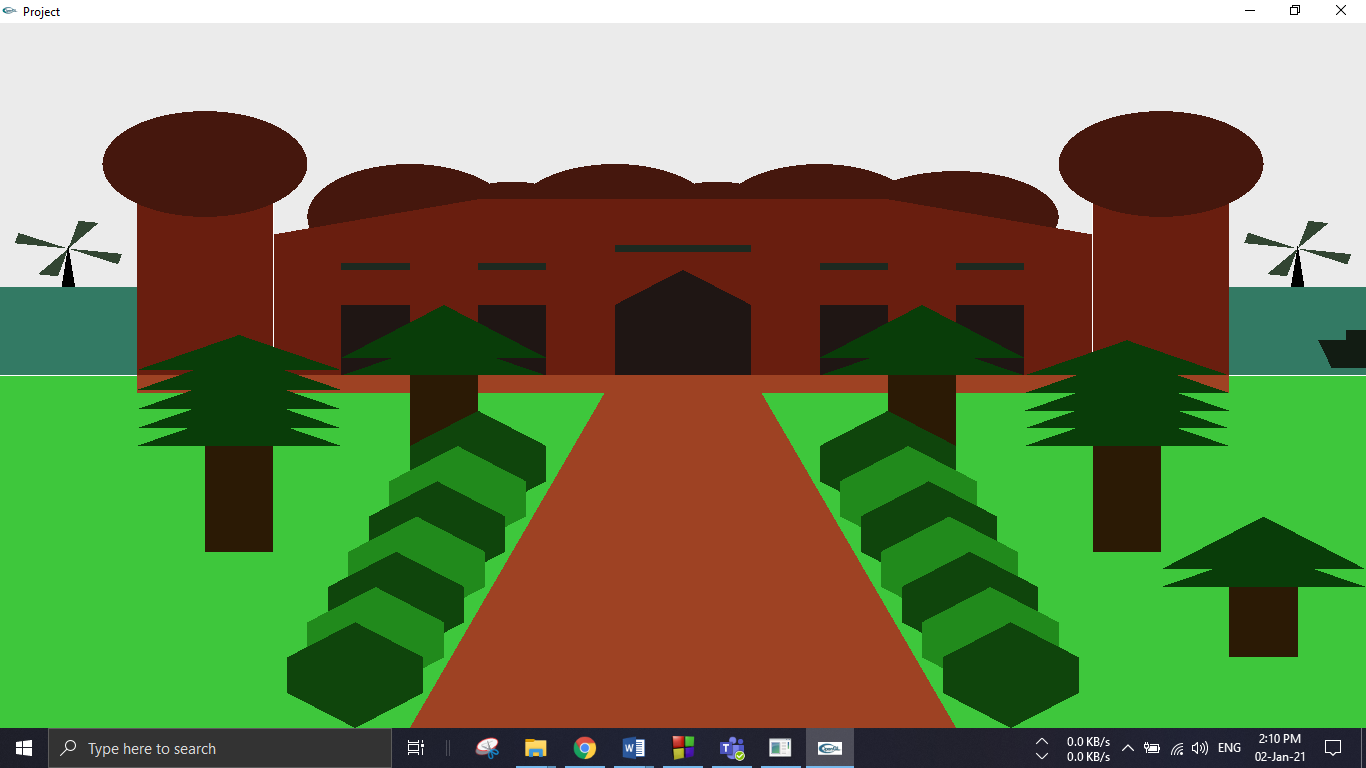
We have used different types of method to fulfill our project.

* Sky: we used GL\_QUADS to draw the sky.
* Sun/Moon: We used GL\_TRIANGLE\_FAN to create circle with Moving Animation.
* Cloud: We used GL\_TRIANGLE\_FAN and Translation for cloud.
* Star: We used GL\_POINTS to make stars.
* River: We used GL\_POLYGON for river.
* Boat: We used GL\_QUADS and Moving Animation for boat.
* Ground: We used GL\_LINES and GL\_POLYGON for ground.
* Mosque Base: We used GL\_POLYGON and GL\_QUADS.
* Road: We used GL\_QUADS for road.
* Tree: We used GL\_QUADS and GL\_TRIANGLES for tree.
* Brush: We used GL\_POLYGON and Translation for brush.
* Windmill: We used GL\_TRIANGLES, Scaling, Rotation and Translation.
* Pillar: We used GL\_QUADS, GL\_ LINES and GL\_TRIANGLE\_FAN.

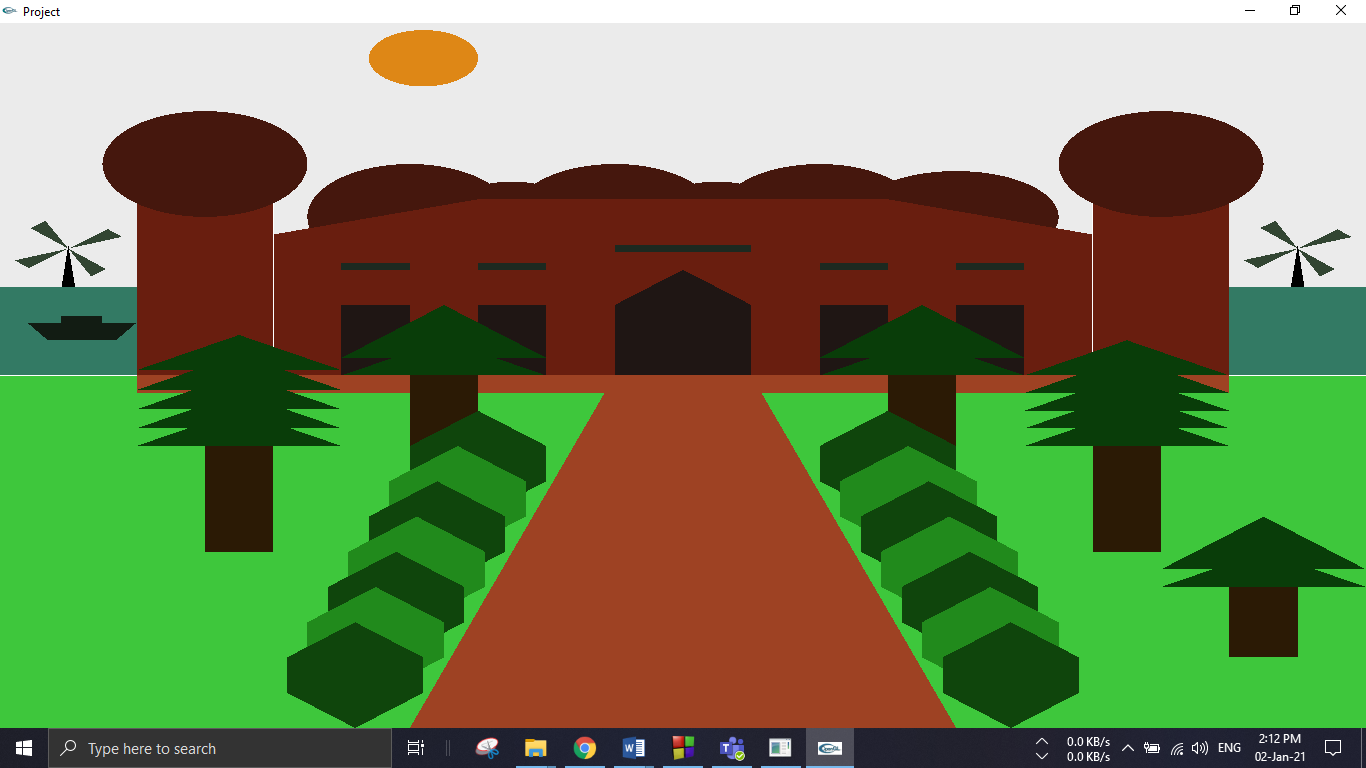
# Limitations

* Lacking of powerful device
* Sometimes it can take time to compile the project
* Key failure (day and night)

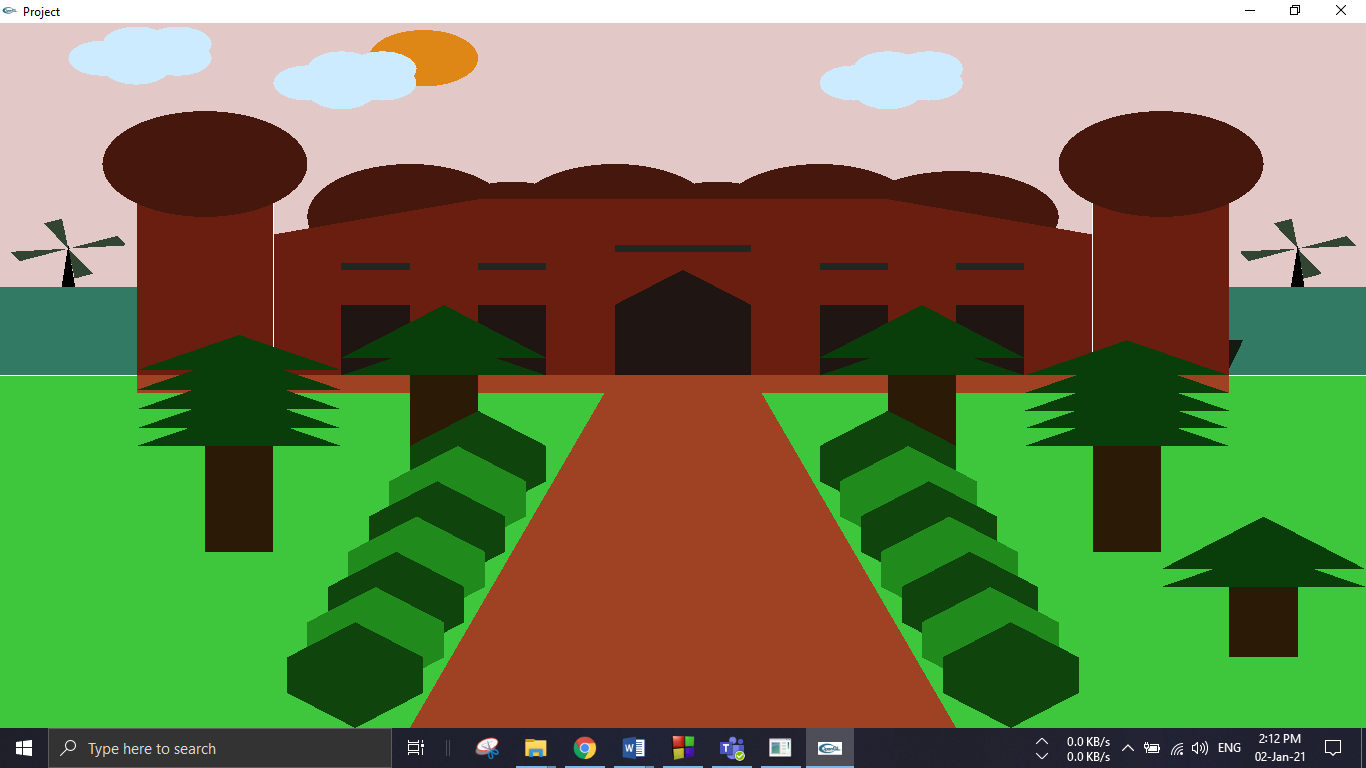
# Screenshots

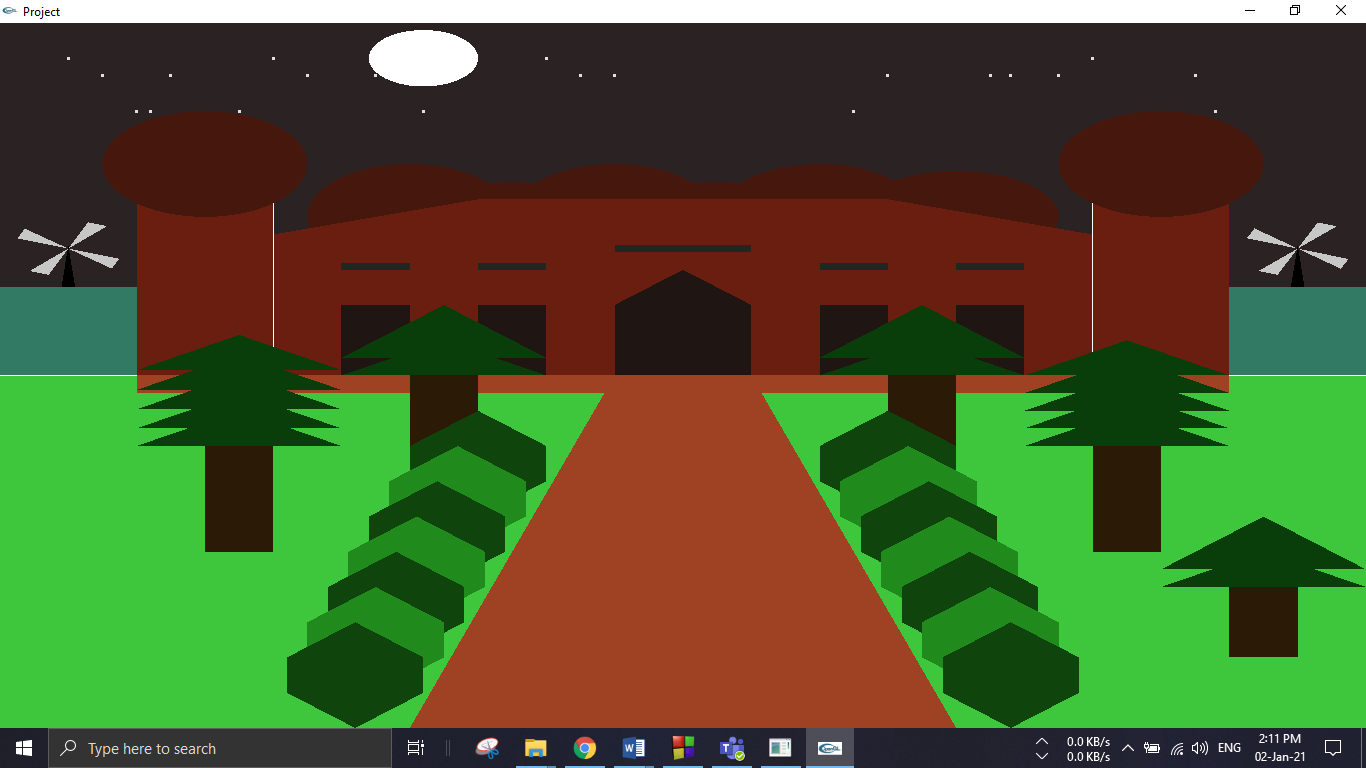


Morning View



*After sun rises*

 *Day view*



Night View