**OpenGL Project**

**(Space Explorer)**

**Task & work time:**

**Botond Kovács:**

* Camera Movement system (mouse, keyboard): 3 hours
* Making the game world to open world: 5 hours
* Enemy AI (projectile shooting, randomized spawning, randomized battle movement, different types of enemies): 17 hours
* Projectile shooting system: 4 hours
* Asteroid speed randomization, Asteroid explosion animation: 5 hours
* Charging & Draining Boost system with fire animation: 3 hours
* Dynamic Lighting (Sun left to right, daytime-nighttime): 4 hours
* Damaging spaceship -> new spaceship texture: 0.5 hours
* Normal Mapping (Asteroids, Spaceship, Enemies): 3 hours
* Collision System (Spaceship-Asteroid, Projectile-Asteroid, Spaceship-Enemy, Enemy-Spaceship): 4 hours

**= ~ 50 hours**

**Christoph Kleindienst:**

* Project configuration (setting up glfw, glm and khr): 7 hours
* Creating the necessary classes (VAO, VBO, Shader, Texture): 6 hours
* Dynamic Background (different types of stars): 6 hours
* Point Counting system (Elapsed seconds, in game points using library imgui) 5 hours
* Dynamic Asteroid spawning (logic, texture): 6 hours
* Progressing Asteroid spawning (higher spawn rate as game progresses, better spawns): 3 hours
* Adjusting Background lighting to dynamic ambient lighting: 3 hours

**= ~ 36 hours**