Charlie Shahan

Interactive Graphics

Final Project

Summary - This project was inspired by Roblox obstacle courses. My project is a first-person 3d parkour game. The player starts at the bottom of the level and has to jump to several platforms to reach the top of the level and collect the trophy. The player uses wasd to move the camera position and arrow keys to rotate the camera. The player presses the space bar to jump and can only jump when the camera hitbox is intersecting with another object. I also added a day-night cycle so the level slowly gets dimmer during the day and brighter at night.

Screenshots

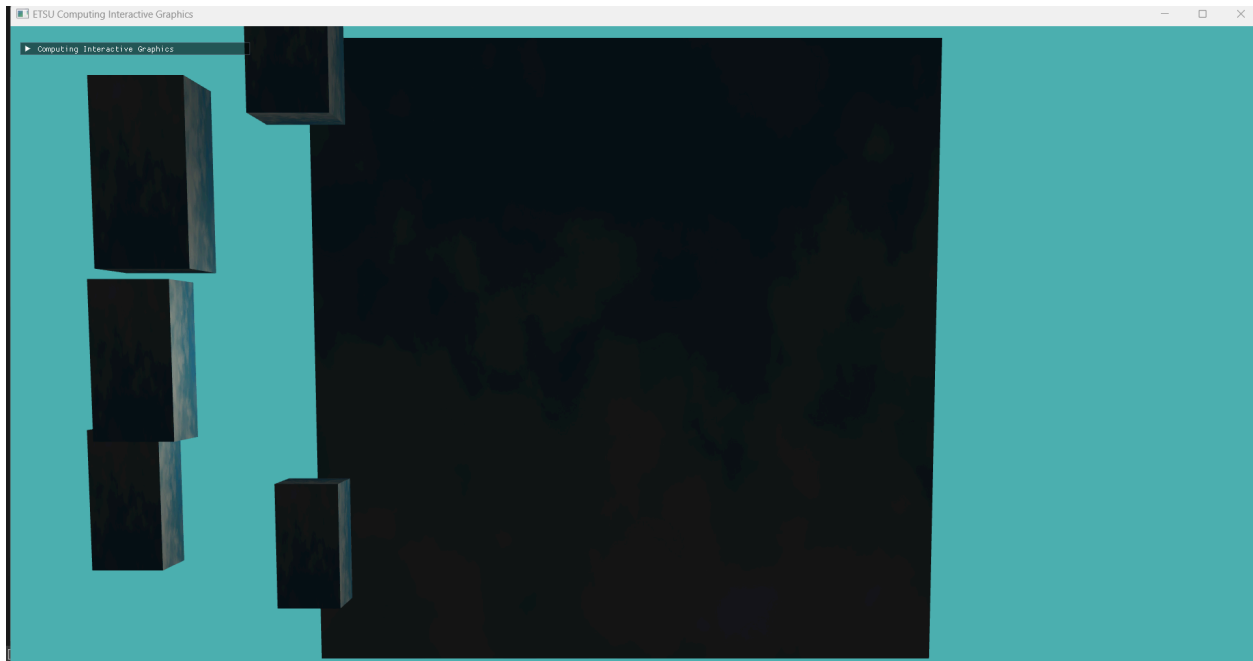Figure 1 - Starting Position

Figure 2 - Looking at the top platform from starting position
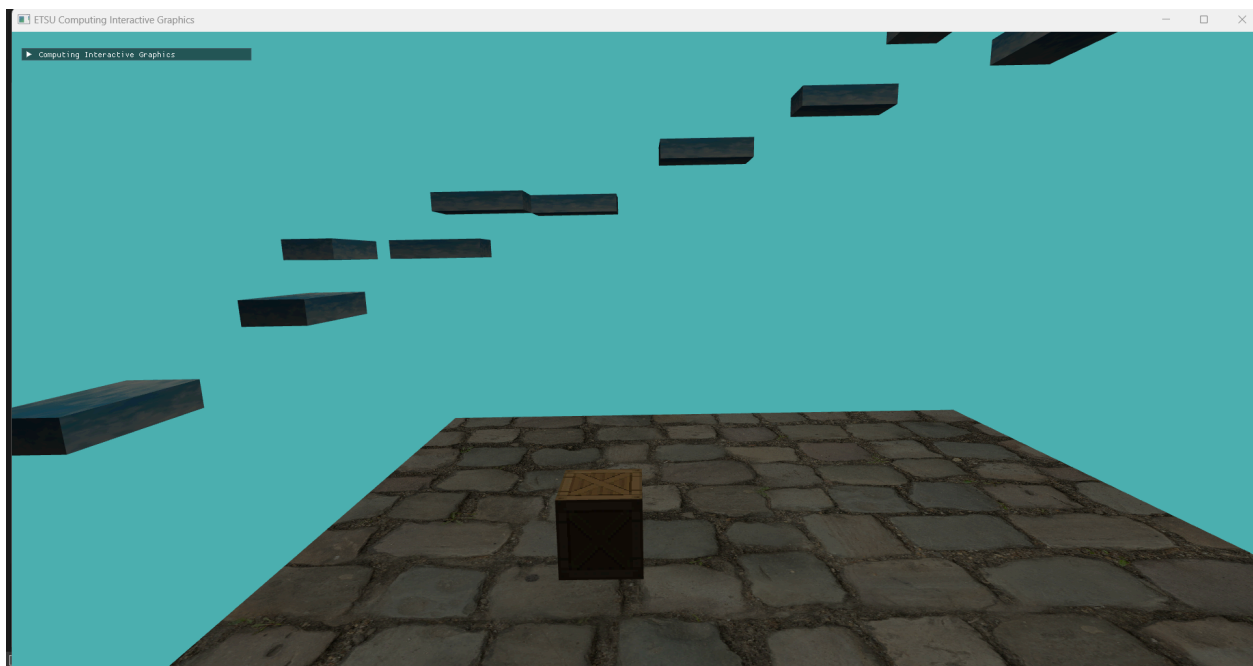

Figure 3 - On the third cloud looking down the positive z-axis

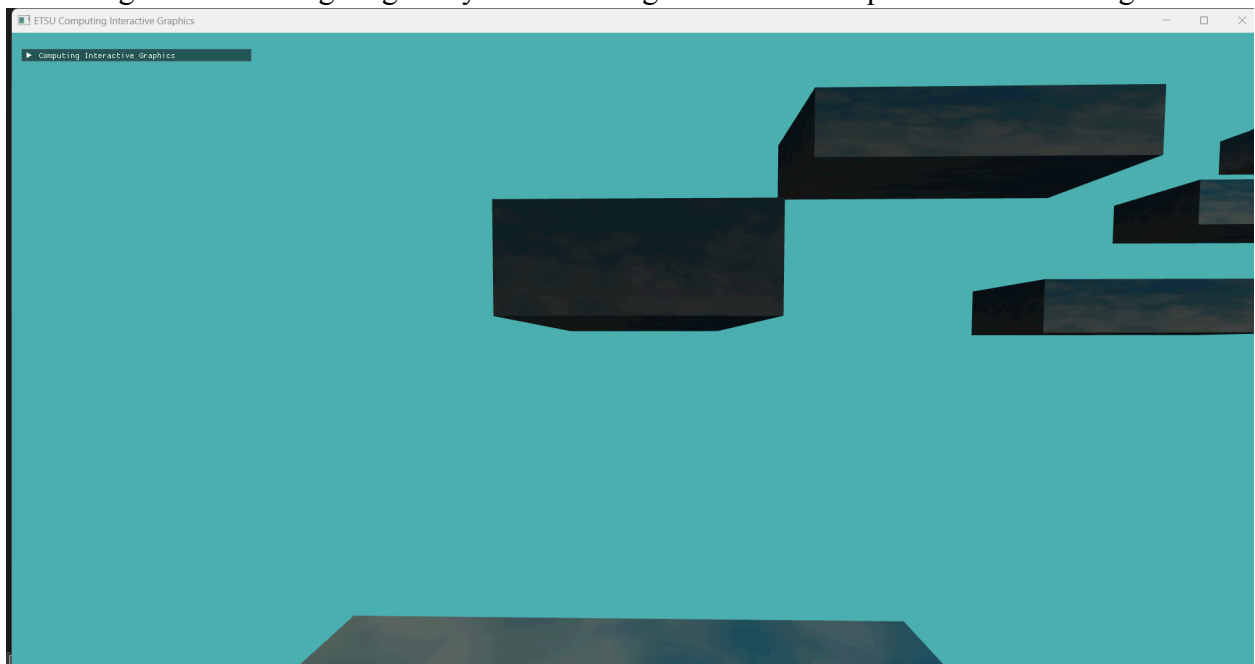Figure 4 - Looking diagonally down the negative z-axis and positive x-axis at night
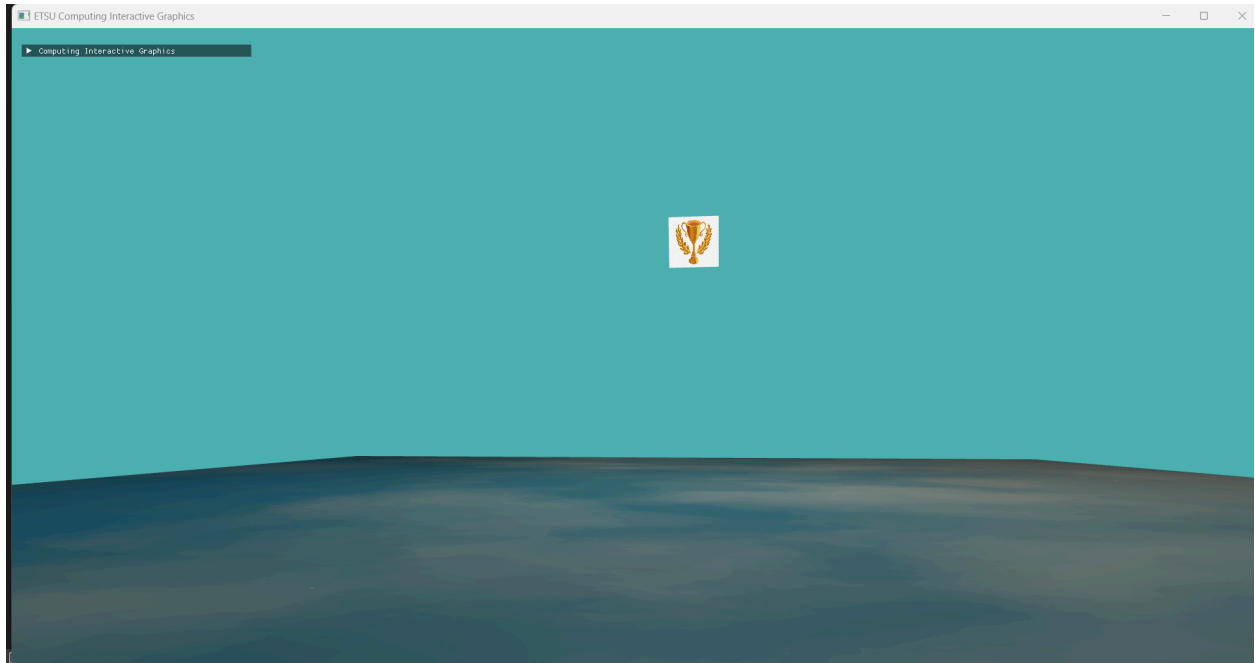

Figure 5 - Big Jump

Figure 6 - Trophy