

Project 4

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jMonkeyEngine SDK 3.1.0

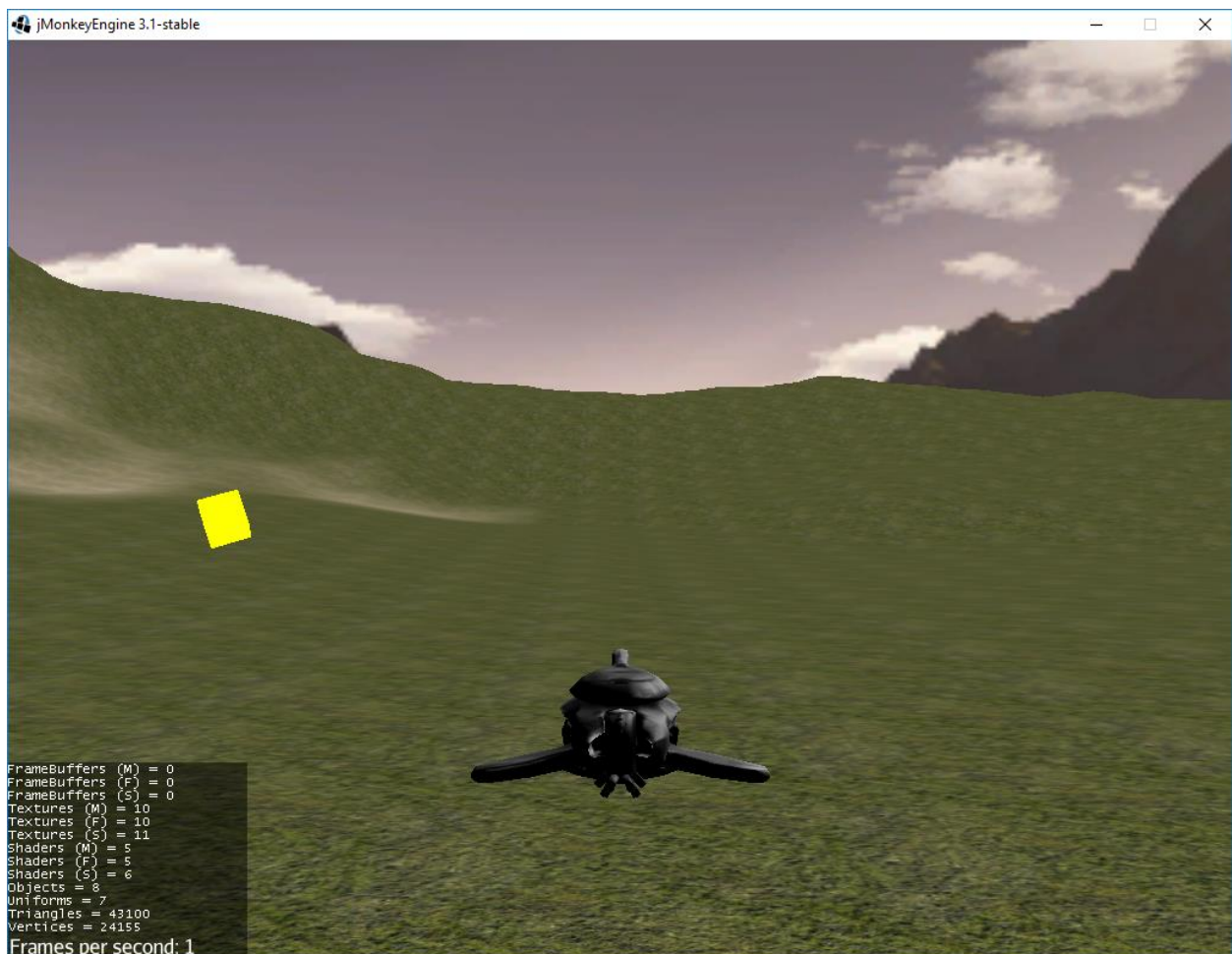
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Contents

Final Product 3

Final Product

When running the program, you will see a scene that looks like the image below. I took a lot of my inspiration for this scene from the models that were found in the jme3-test-data library! I started with realizing that I wanted to try and implement a skybox for the scene. I was able to implement a skybox using the “BrightSky.dds” file, and that alone brought a lot of life into the scene. I’m a big fan of shooter/war video games, and I happened to stumble across the “HoverTank” model. I instantly knew this would be the player for the scene! I then put a lot of focus on making the tank moveable and steerable. I did not dive into the physics of everything, but, I figured that using translations would be fine since this project wasn’t meant to be physics heavy. It was very fun creating this scene and I plan on expanding and creating a unique game from this scene for final!



The tank is fully moveable, you can go Forward or Backwards using “W” or “S”. You can turn the tank with the “A” and “S” keys. I also experimented with the update loop, and terrains. However, as stated previously, my main focus was the moveable tank!