Discussion

Flying Panther Games

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Our game engine loads game assets, models, textures, objects and sounds, fairly well, unfortunately this must be hard coded into the game and can’t be loading in using scripts, although Lua scripts can be used to create simple AI for the game. We have only used it for a simple AI to travel between multiple waypoints, but more complex AI could be implemented through the scripts.

The water class doesn’t currently work because of when the water is rendered it seems to just increase in height indefinitely.