Special Features

Flying Panther Games

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Some of the special features of our game engine include:

* Creating a terrain by loading a height map from a BMP file as well as a RAW. The LoadHeightfield function in the Terrain class will read the data from either file format and save the data as an unsigned int to be used later the construct the terrain.

bool Terrain::LoadHeightfield(Texture\* file)

{

if(m\_terrainData)

delete[] m\_terrainData;

if(file->GetHeight() != file->GetWidth())

return false;

m\_size = file->GetWidth();

int verticeCount = m\_size \* m\_size;

unsigned char \*d = new unsigned char[verticeCount];

int count = 0;

for (int i = 0; i < verticeCount \* 3; i+=3 )

{

d[count] = file->GetData()[i];

count++;

}

m\_terrainData = d;

return true;

}

* Another special features is within our audio engine, which can play 3D sounds, meaning that a sound has a position in the game world. This can be used for things like running water, or a monster’s cry giving the player a sense of where they are in the game world.

void AudioEngine::Play3D(const char\* filename, float x, float y, float z, bool loop)

{

audioEngine->play3D(filename, vec3df(x, y, z), loop);

}