AMERICAN INTERNATIONAL UNIVERSITY-BANGLADESH
Faculty of Science and Technology
Department of Computer Science
CSC 3224: Computer Graphics

Semester: Summer 2019-20	**Group No: A2**

Report on Project

Project Information:

Project Title: A Scenario of The City

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Introduction:

From our project title, we can clearly guess that it is a scenario base project of A City. In our project we will be seeing some apartments, it is above five apartments. There will be two moving cars in the street in front of the apartments. Zebra cross will be present on the street. There we will enjoy a day-night view. In the day view we will see a sun which is shining all around. At this time the city will become busy. After a certain moment, the sunsets and then it becomes a night view. After an active night view, it will be dark all around and traffic lights will turn on. At night we enjoy seeing the stars and moon in the sky. At this time the light of moving cars will turn on. the clouds will be seen in the sky. After all, this happens, the day will start again and all those things will repeat again.

Problem Statements:

When we are doing our project, we face some problems. At first, we faced problems moving cars. Then to represent day and night view. At last, we face a problem to set the sound system in our project.

Methodology:

We use a lot of functions or methodology. Like polygon, quads, triangle, square, triangle-fan, color, switch, push pop matrix.

Significant of the project:

The most significant of our project is day-night view. Another significant site moving sun and moon. When the sun rises it will be orange color but in the case of the moon it will change its color, it becomes white color.
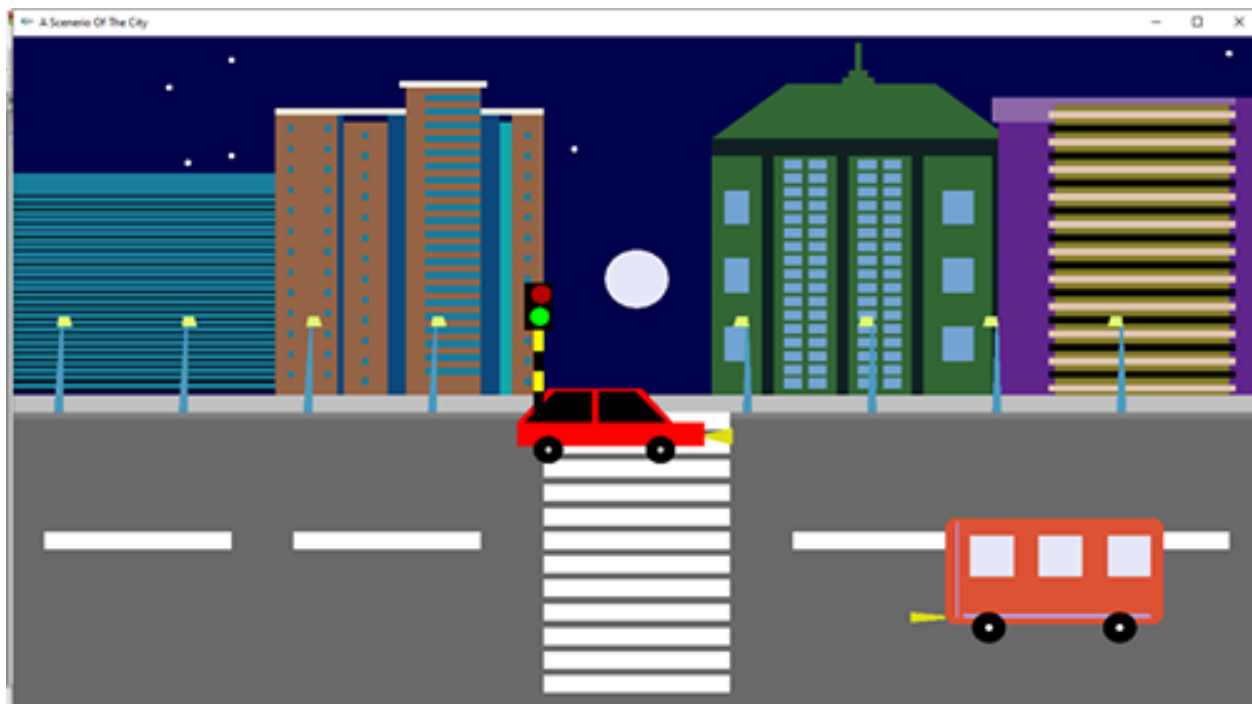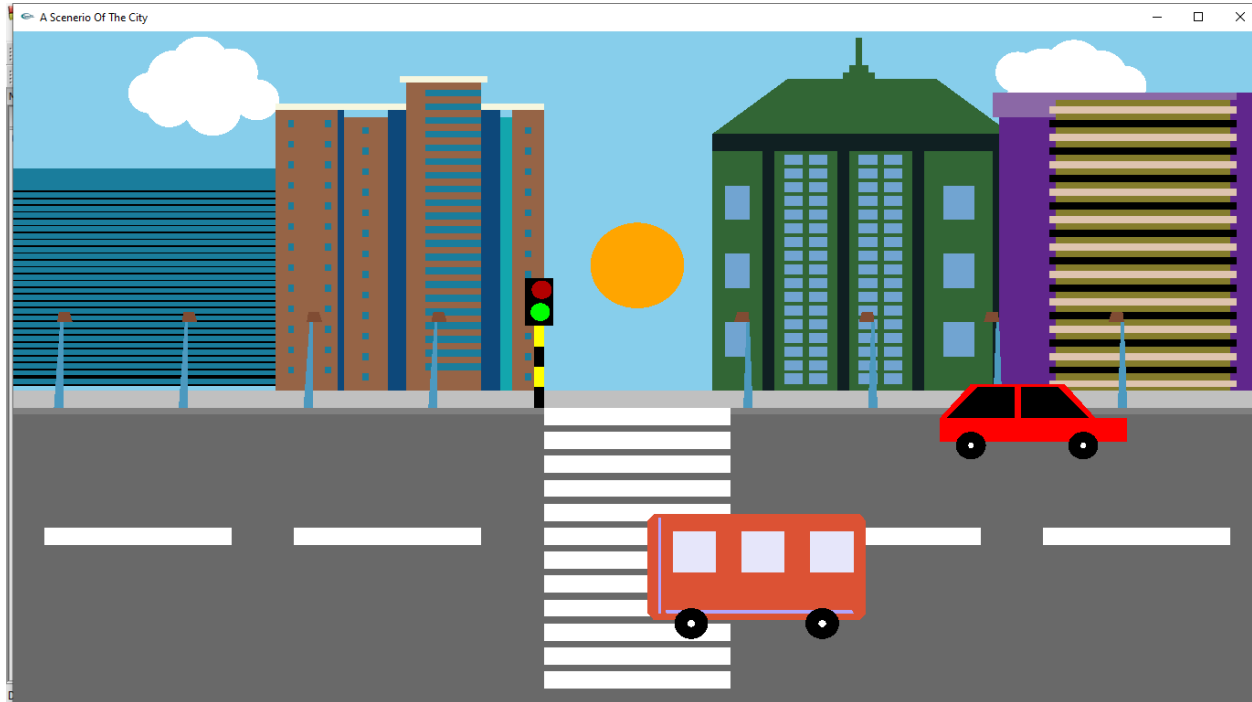
Conclusion:

In our conclusion part, we can just say that it was a great journey to work on this project. Here might be some little error or problem.

Referencing:

. Websites

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Screenshot:

Code: https://github.com/joarder97/Graphics-Final-Project/tree/master