

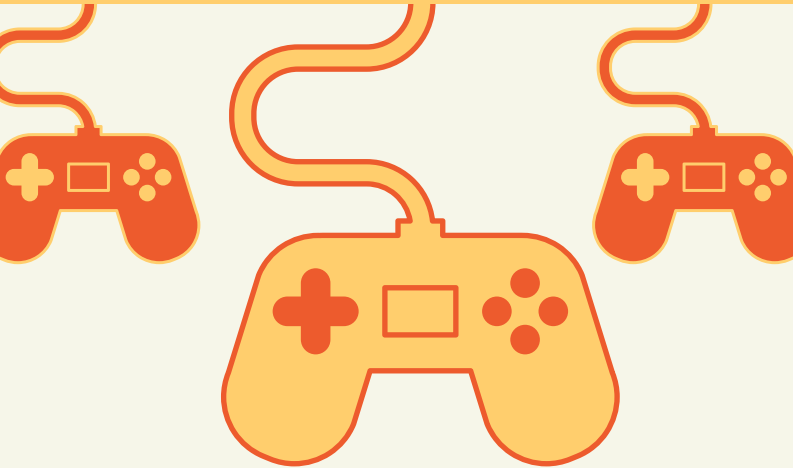


LIGHTNING DELIVEREE

Computer Graphics Project- Final Phase

Under Supervision Of

ENG. YAHIA ETMAN



WORK LOAD

Donia Abdelfattah

Phase2:

1. transform
2. Entities and components

Sec:01 BN:29

Phase3:

1. main menu and handling state change
2. energy bar and its logic

Abdullah Adel

Phase2:

1. texture
2. sampler
3. postprocessing effects

Sec:01 BN:41

Phase3:

1. collision using AABB
2. Game Map
3. Robot Movement

Mennaallah Ahmed

Phase2:

1. mesh
2. forward renderer
3. postprocessing
4. sky renderer

Sec:02 BN:30

Phase3:

1. lighting
2. collision using bounding sphere (not used)
3. postprocessing sharpness effect
4. integrating game over and winner states with main menu state

Nada El-Sayed

Phase2:

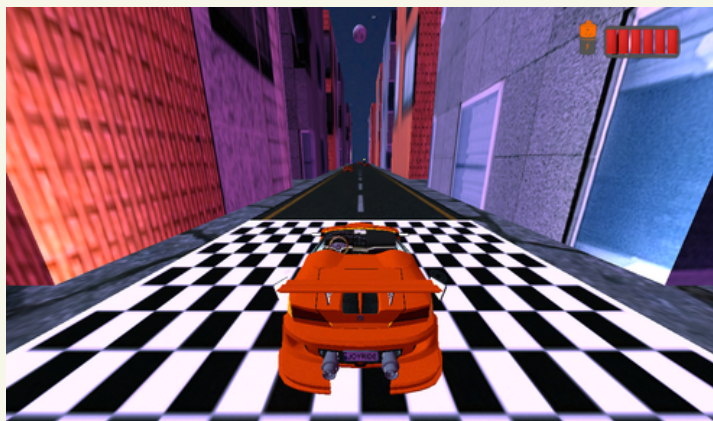
1. pipeline state
2. material

Sec:02 BN:33

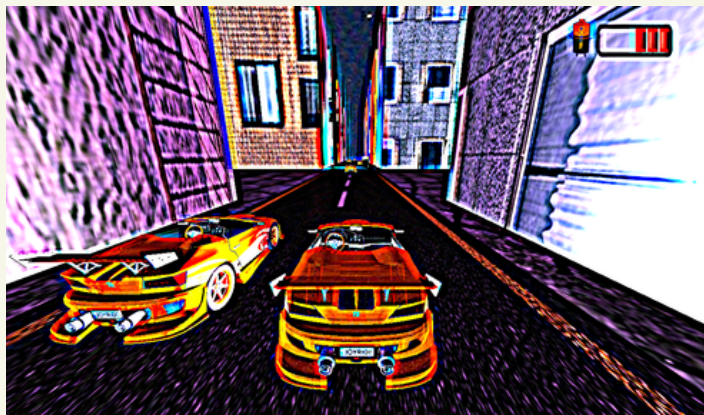
Phase3:

1. car movement and speed
2. game over state
3. winner state
4. integrating speed with robot energy

GAME SCREENSHOTS



COLLISION WITH SHARPNESS EFFECT



Press enter to continue ...

GAME
OVER

Press enter to continue ...