OpenGL Jumper

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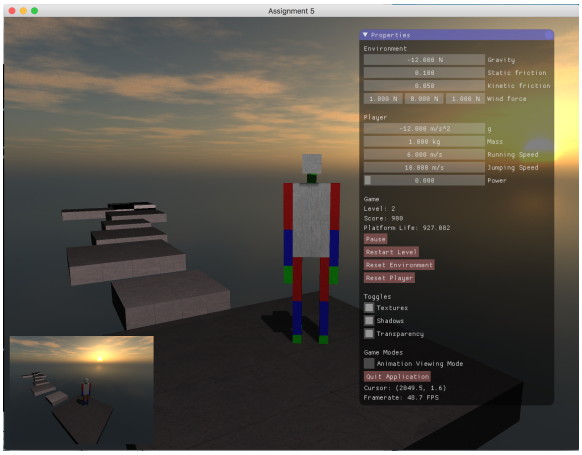

Artistic Merit (Polish/Artistry/Humour)

Technical Merit (Algorithms/User Interface/Graphics Techniques)

Difficulty

Code/Documentation/Demo

Mark

Objective Mark:	/10
Subjective Mark:	/6
Total	/16

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Objectives

___ **1: Modeling the Scene.** - World objects are rendered on to the screen correctly.

___ **2: UI.** - The mouse and keyboard can be used by the player to control the game objects and camera. A GUI also exists for controlling game settings.

___ **3: Texture mapping.** - It is evident that texture mapping has been employed at least once.

___ **4: Keyframe Animation.** - When the player walks, the puppet plays a walking animation. The current frame is interpolated from its surrounding frames using linear interpolation.

___ **5: Static collisions.** - On each stationary platform, the puppet does not fall through the platform and die.

___ **6: Dynamic collisions.** - On each moving platform, the puppet does not fall through the platform and die.

___ **7: Synchronized sound.** - When the player interacts with the game by moving the puppet, there is audible feedback.

___ **8: Physics Engine** - The puppet is subject to gravitational forces (parameter: g) and wind force (parameter: F_w). The puppet is also subject to static friction when it's standing on a platform. The static friction is a function of the puppet's mass (parameter: M) and the platform's normal.

___ **9: Transparency** - Transparency will be implemented using the alpha channel. At least one game object is transparent.

___ **10: Shadows** - Shadows are implemented using shadow maps.