

Title:

Apache mod_helicopter

Participants:

Fredrik Pettersson, frepe593@student.liu.se

Daniel Torstensson, danto629@student.liu.se

Description:

We will write a helicopter "flight simulator" game, where you see a helicopter from above/behind in third-person perspective. The goal is to maneuver the helicopter,

Will do:

- Terrain to fly over, described by a heightmap image.
- Textured ground.
- SkyBox with appropriate texture (clouds).
- Collision detection with ground.
- Use of imported OBJ file for the helicopter with rotating blades.
- Third-person view (above/behind the helicopter).
- Sun light source (may the sun shine from above).

Might do:

- Endless terrain (repeated)
- Don't draw stuff that isn't in the view or too far away.
- Random objects on the ground (eg. trees, rocks).
- Sound effects (kaboom on crash and static hover sounds).
- Score objects to pick up (to improve gameplay)
- Obstacles popping up that the player needs to avoid.
- Weapons and targets to shoot.
- Selection of different camera placements, like third-person view, top view or zoom feature.