**Computer Graphics Lab Project Read Me Document**

**Course Name: Computer Graphics Lab**

**Spring 19**

**Course Id: CSI-422**

**Section: B**

Group Members Info

Member 1 : Mohyminul Islam Shibly (Id:011 152 179)

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Project Type : Car Race

Project Specification : 2d

Platform : OpenGl

Language : C

Controller : Key Board

Functions :

a. void drawText(): draw the text for score and game over

b. void drawTextNum(): counting the score

c. void ovpos(): other vehicle position

d. void circle(): drawing circle for tree

e. void drawTree1(): drawing tree1

f. void drawRoad(): drawing road

g. void drawDivider(): black patch drawn in middle of road

h. void drawVehicle(): draw car for racing

i. void drawOVehicle(): draw other cars

j. void Specialkey(): allow to use navigation key for movement of car

k. void Normalkey(): allow to use z key for jumping of car

Short Description : After running the .exe file ,the program will run. Up , Down , Left , Right is being used for the movement of the car . The car can jump from one position to another to avoid collision . Button ‘z’ is being used for jumping . By pressing the Up arrow button the speed will surge for the dividers and other vehicles . By pressing the Down arrow button the speed will decline for the dividers and other vehicles .

Instruction :

bin->Debug->Car Race.exe

Press “Left arrow” to move left

Press “Right arrow” to move right

Press “Up arrow” to move forward

Press “Down arrow” to move backward

Press “z” to jump forward

Back ground work: int main calls the

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_RGB|GLUT\_DOUBLE);

glutInitWindowPosition(100,100);

glutInitWindowSize(800,500);

glutCreateWindow("2D Car Racing game");

ovpos();

init();

glutDisplayFunc(display);

glutSpecialFunc(Specialkey);

glutKeyboardFunc(Normalkey);

glutIdleFunc(display);

glutMainLoop();