SUPER FAST DRIVING GAME

*Report submitted in fulfillment of the requirements*

*for the course of Computer Graphics of*

Third Year

*Under the guidance of*

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1. INTRODUCTION

The project “ SUPER FAST DRIVING Game” is programmed

using c/c++ . The project involves a 3rd person camera view of the

scene.

The scene consists of a user controlled car and other CPU controlled cars, the user has to drive the car avoiding collision with other cars.

The game gets over when the user collides with the other cars and accordingly score is calculated and displayed.

* 1. Computer Graphics:

Computer graphics is responsible for displaying art and image data effectively and meaningfully to the user. It is also used for processing image data received from the physical world. Computer graphic development has had a significant impact on many types of media and has revolutionized animation, movies, advertising, video games, and graphic design generally. Graphics are used in this project to make the game interactive and immersive to play.

* 1. OpenGL Interface:

OpenGL is an application program interface (API) offering various functions to implement primitives, models and images. This offers functions to create and manipulate render lighting, coloring, viewing the models. OpenGL offers different coordinate system and frames.

OpenGL offers translation, rotation and scaling of objects. Out of all the OpenGL libararies, we have used only OpenGL Utility Toolkit (GLUT): It served our purpose well.

The application program uses only GLUT functions and can be recompiled with the GLUT library for other window system

1. ABOUT THE PROJECT

* 1. Overview:

Its is a simulation of the popular game DRIVING MASTER by SEGA. The game has a 2D top view of the scene with colorful sprites and randomly generated CPU cars approaching the user’s car. The game also has sound according to various events in the game.

* 1. User Interface:

The interface is mainly concentrated on use of keyboard arrow keys. Users are greeted with a welcome screen. Player can use the arrow keys to control the car and avoid collisions. “Left” arrow key to move the car to left and “Right” arrow key to move the car to right. User can also pause the game. At the end the score is displayed.

* 1. Purpose:

The aim of this project is to develop a graphics package which supports basic operations which include building a 2D GAME using

Open GL. The package must also has a user-friendly interface. The objective of developing this model was to design and apply the skills we

learnt in class.

1. SNAPSHOTS:



