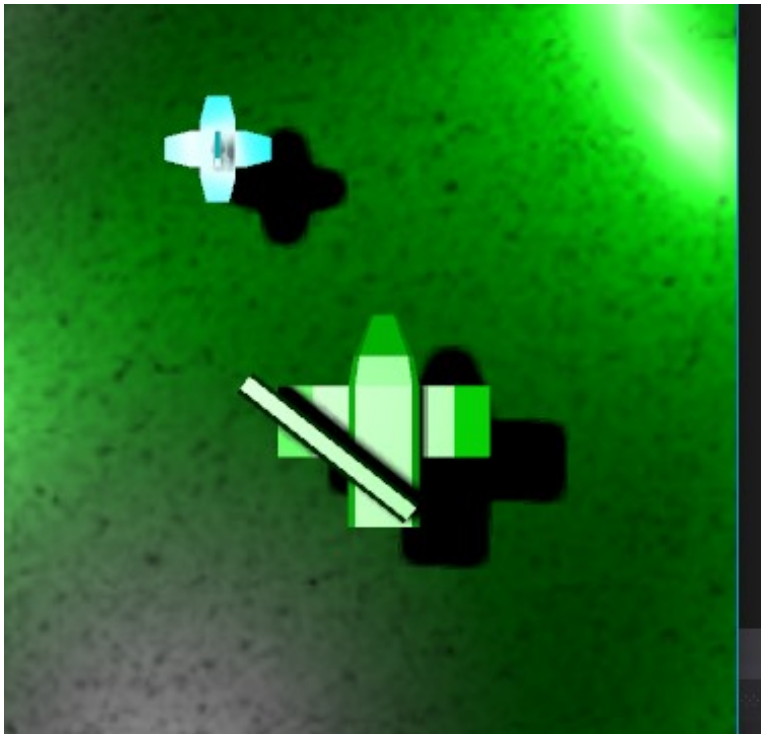
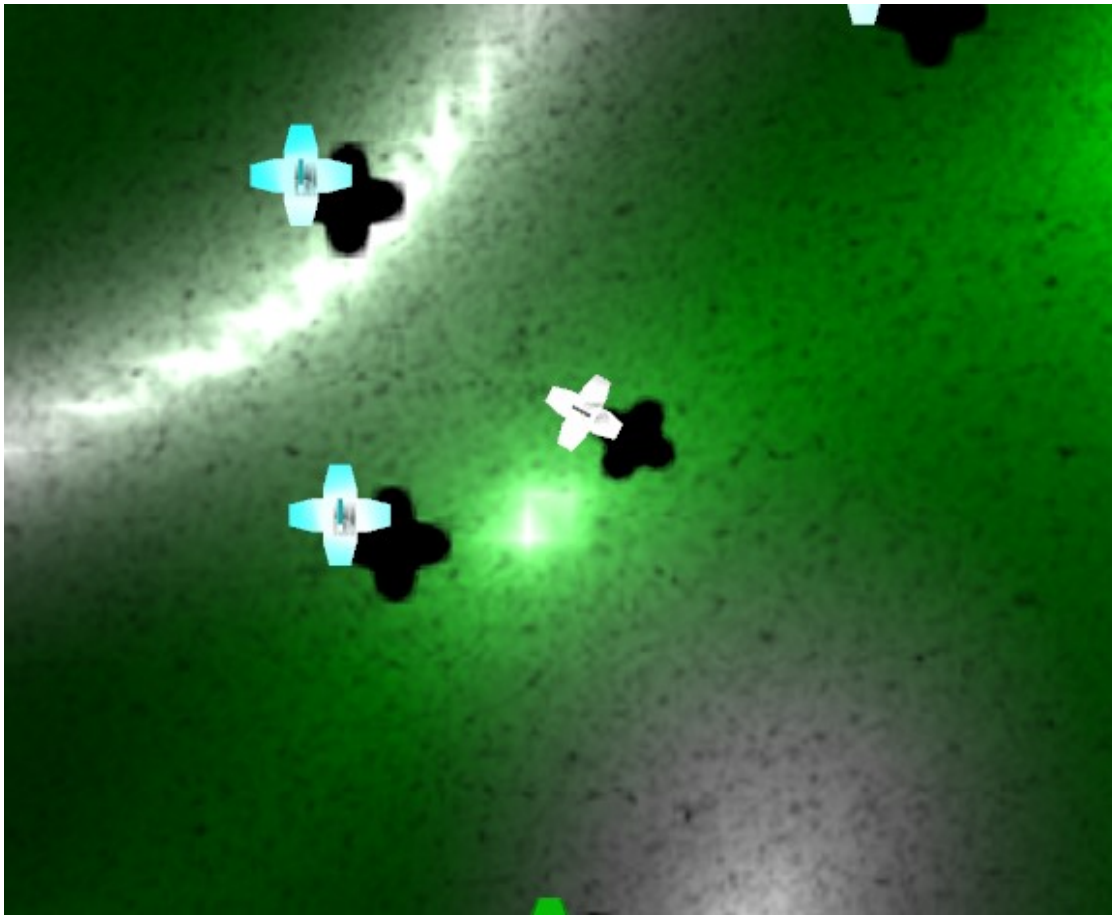
**Project Description (Berend Baas 4723201, Jens Langerak**

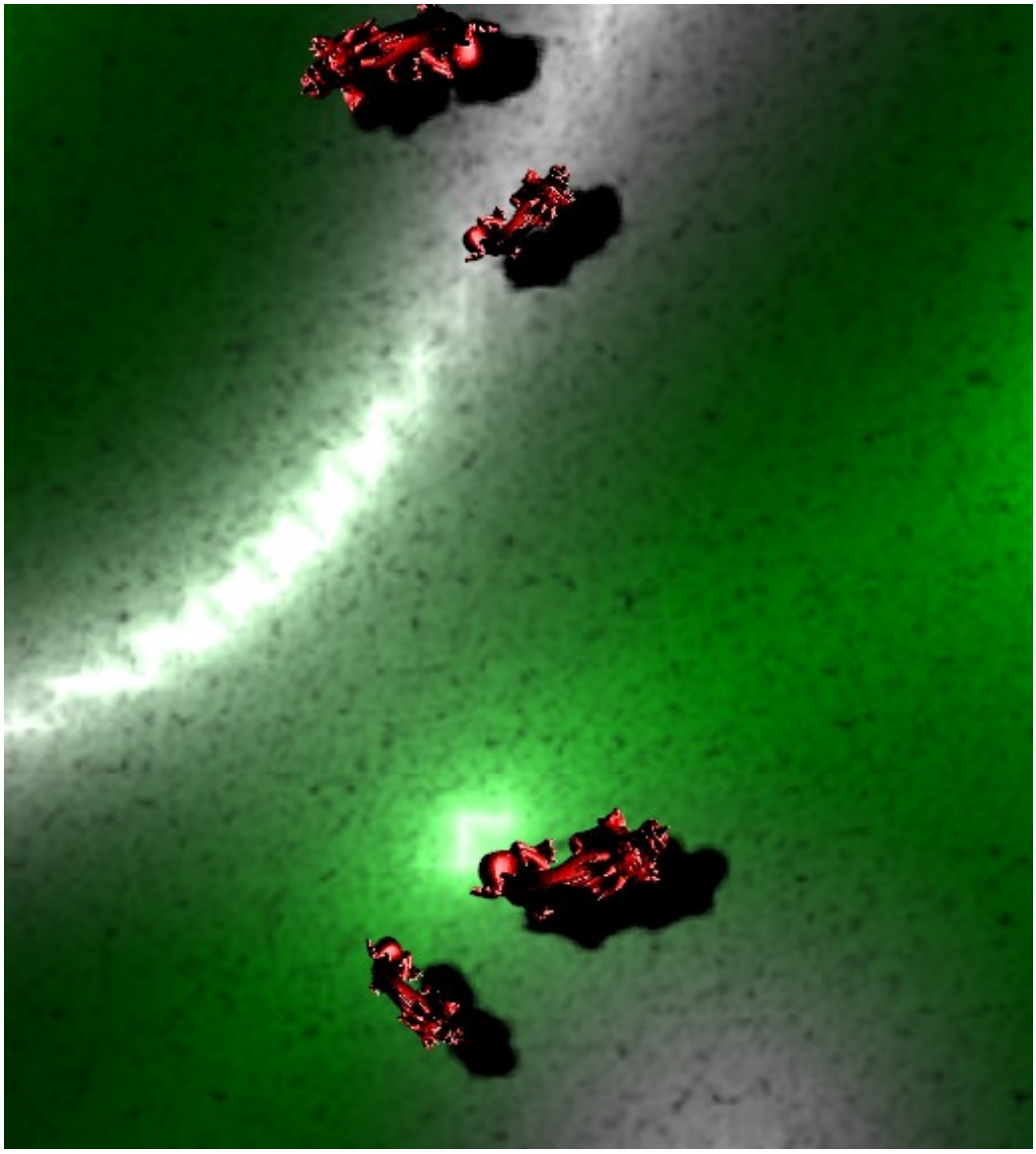
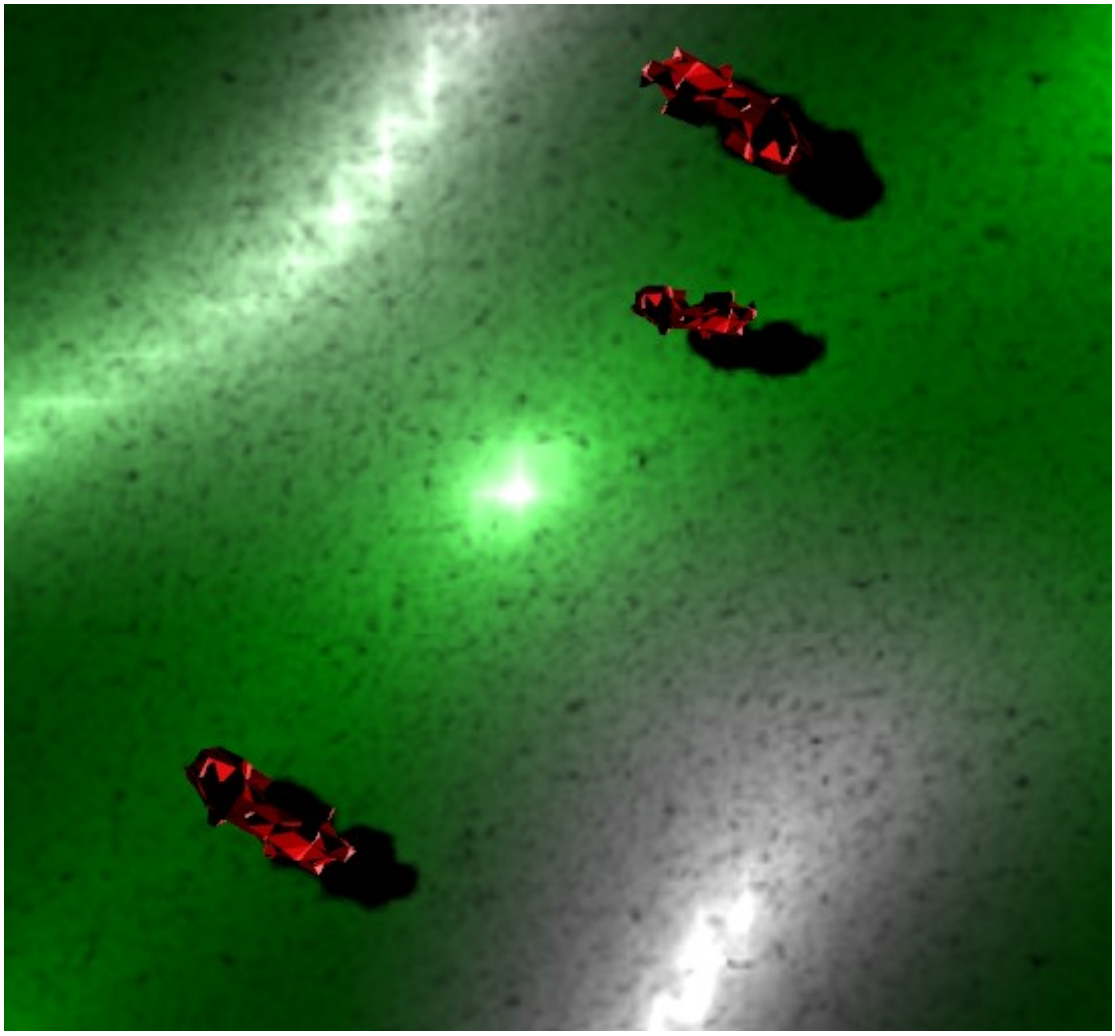
Shadows are computed using shadow maps, using an infinitely far away light source, and reflect the distance to the  generated infinite terrain. As the light source is sufficiently far away, unfortunately the terrain doesn't cast shadows upon itself anymore, but the shadows from the game entities are clearly visible.



when an enemy dies, a death animation triggers. This is done by increasing the rotation around the y axis every timestep. Likewise the height is decreased to simulate the enemy "crashing to the ground"



The boss consists of 2 circular heads orbiting a central point, each of which has two "moons". This is implemented using stacked transformation matrices, chaining global transformations, planetary transformations (rotation and translation) and moon transformations (again rotation and translation) when appropriate.



On hitting one of the boss' "moons" or "planets" results in an erosion effect achieved using voxel simplification