A Realistic Model for Creating Scent Trails in Games with Physics

**STATEMENT OF ORIGINALITY**

**CS3D660 Individual Project**

This is to certify that, except where specific reference is made, the work described within this project is the result of the investigation carried out by myself, and that neither this project, nor any part of it, has been submitted in candidature for any other award other than this being presently studied.

Any material taken from published texts or computerized sources have been fully referenced, and I fully realize the consequences of plagiarizing any of these sources.

Student Name (Printed) Kieran Clarke

Student Signature Kieran Clarke

Registered Course of Study Computer Games Development

Date of Signing 03/10/2017

Abstract

* Everything that I have done, summarised – Look up examples in other journals

Table of Contents

**Type chapter title (level 1)1**

Type chapter title (level 2)2

Type chapter title (level 3)3

**Type chapter title (level 1)4**

Type chapter title (level 2)5

Type chapter title (level 3)6

Introduction

The aim of this project is to demonstrate that it is possible to create a realistic model for scent trails within games which have physics and are affected by different environments.

| **2. Project Objectives** | |
| --- | --- |
| **Objective 1** | Implement scent system with options for the strength of scent |
| **Objective 2** | Implement scents that are connected to objects/players |
| **Objective 3** | Create different biomes and environments |
| **Objective 4** | Implement the effects of the environments on scents |
| **Objective 5** | Create game that allows the player to run through the level and demonstrate the differences between the scents |

Background Research

Methodology

Results

Critical Evaluation

Conclusions and Future Work

References

Appendices