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The goal of this project was to create a First person shooter prototype using DirectX that has basic features such as hit detection, Dynamic animations, Collision detection and more features that are soon to be implemented.

The project is an on-going "Computer graphics" class project, and was made from the ground up, using only the DirectX SDK.

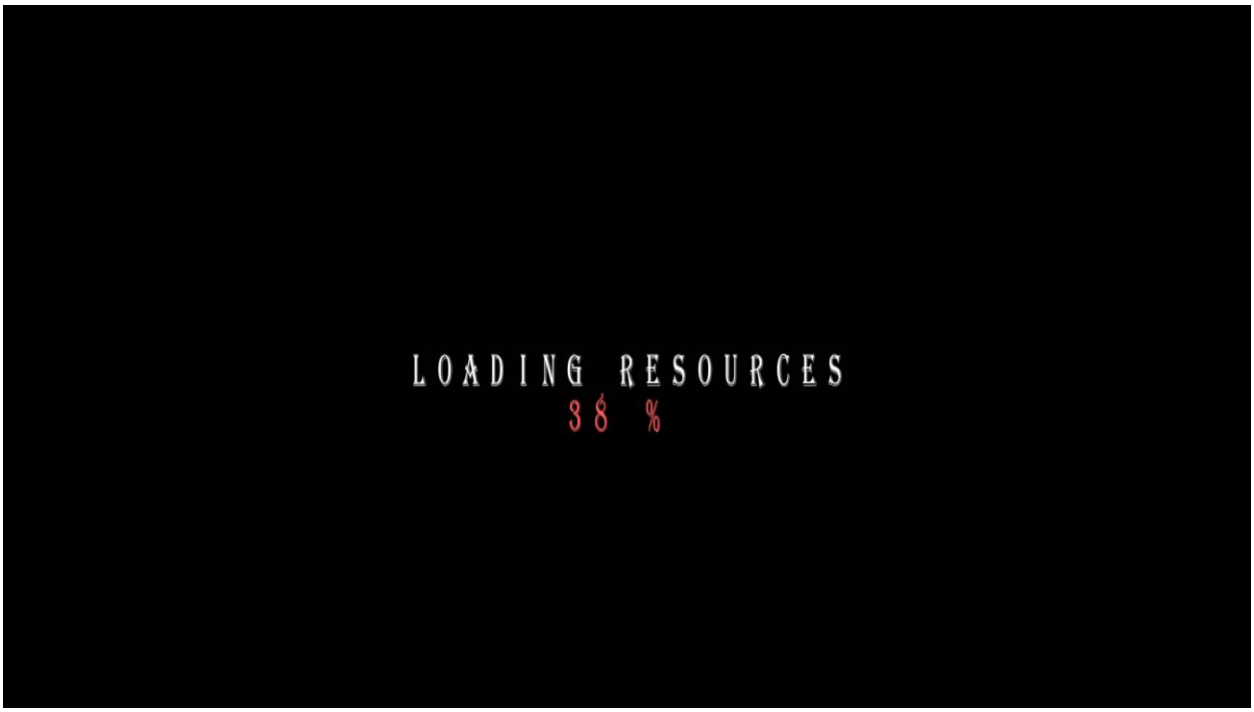
we were able to implement features and effects such as Motion blur, Font engine and distance culling.

The motion blur algorithm has been written and implemented exclusively, by the developing team and is applied "Per frame".

All animations have been made by the developing team. No pre-made animations were used.

shell ejection utilizes an optimized random algorithm to create realistic shell ejection.

A text/Font engine was created by the developing team, without the use of direct draw, To display any and all text that is seen On screen.



the UI, was made using a few simple textures, and will be further improved in future iterations of the software.

For hit detection, simple "Box detection" was used, to prevent unnecessary calculations caused by complex hit detection techniques.

A DirectX 11 capable GPU with at least 256MB of VRAM is required to run the software.

The following are the controls used to navigate and interact with the software:

W: walk forward

S: walk backward

A: strafe left

D: strafe right

Hold Shift: Sprint (run faster)

Mouse: camera movement

Mouse button 1 (left click): shoot weapon

R: reload weapon

Q: switch to next weapon

F1: enter/exit slow motion mode

F5: refresh box objects