

Cairo university
Faculty of engineering
Computer engineering department
Computer graphics [CMP3060] project

Github repo link

<https://github.com/Mamdouh-Attia/Gamingo/tree/phase2>

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Team 7

Name	section	BN	ID
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عمر فريد عبد العاطي لملوم	2	4	9202968
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Presented to:

Eng. Yehia Zakaria

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Work division between team members.

Name	Phase 1	Phase 2
Ahmed Aref	Reqs 2,3,4	<ul style="list-style-type: none">• Adding Game objects• Car physics & controls• Components: fuel, obstacle and car• 2 Postprocessing shaders
Omar Farid	Req 8	<ul style="list-style-type: none">• Moon object with point light• Adding car spot light• Directional light• Material texture maps lightening
Moaz Mohamed	Reqs 1,9,10,11	<ul style="list-style-type: none">• Adding Game objects• Collision system• Levels design• Health handling• Sound System• Contribution in Lighting
Mamdouh Ahmed	Reqs 1,5,6,7	<ul style="list-style-type: none">• Adding Game objects• Collision system• Level navigation systems• Finish component• Menu, LevelUP, GameOver states• 2 Postprocessing shaders

Integration and improvements are made by all team member together.

Demo Video

Please see this unlisted Youtube video,

<https://www.youtube.com/watch?v=-o9Z7iQaBZQ>

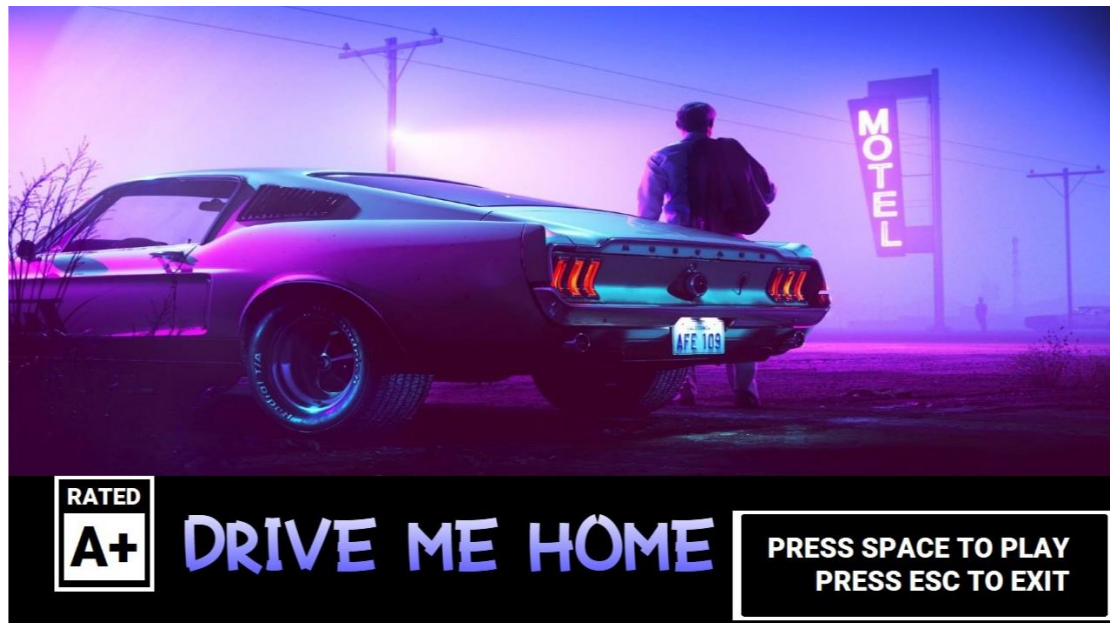
Important Note

You should make the default compiler of the runner IDE to be Visual Studio Compiler (any version >= 2019), this is because we use a library called irrKlang for sound, and we don't have any version of it for other compilers.

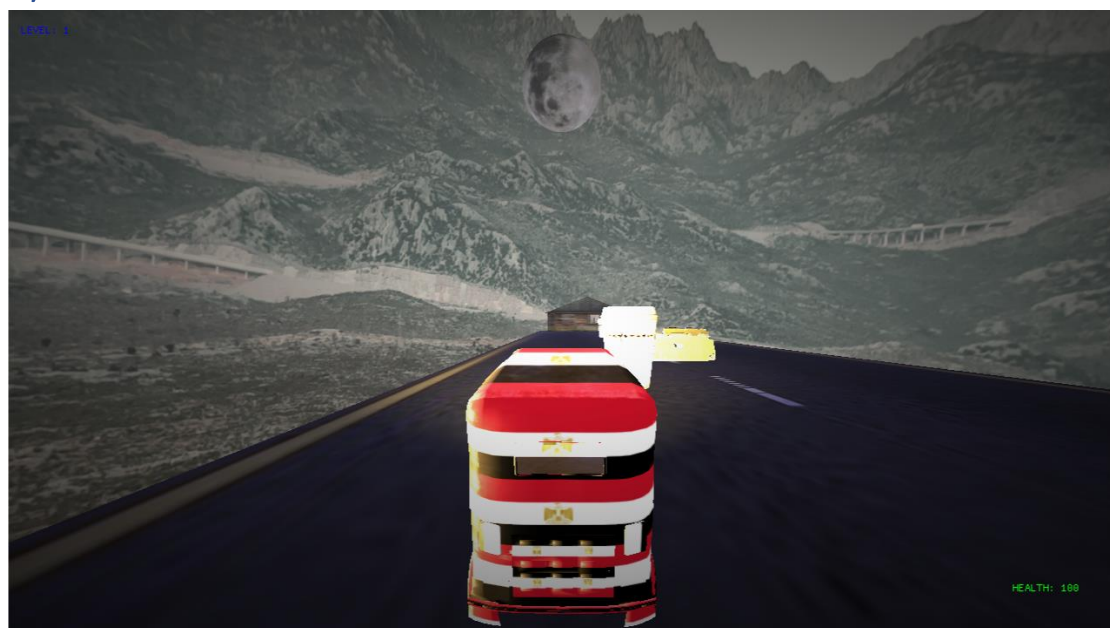
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Screenshots

1) Menu



2) Level 1



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3) Finish

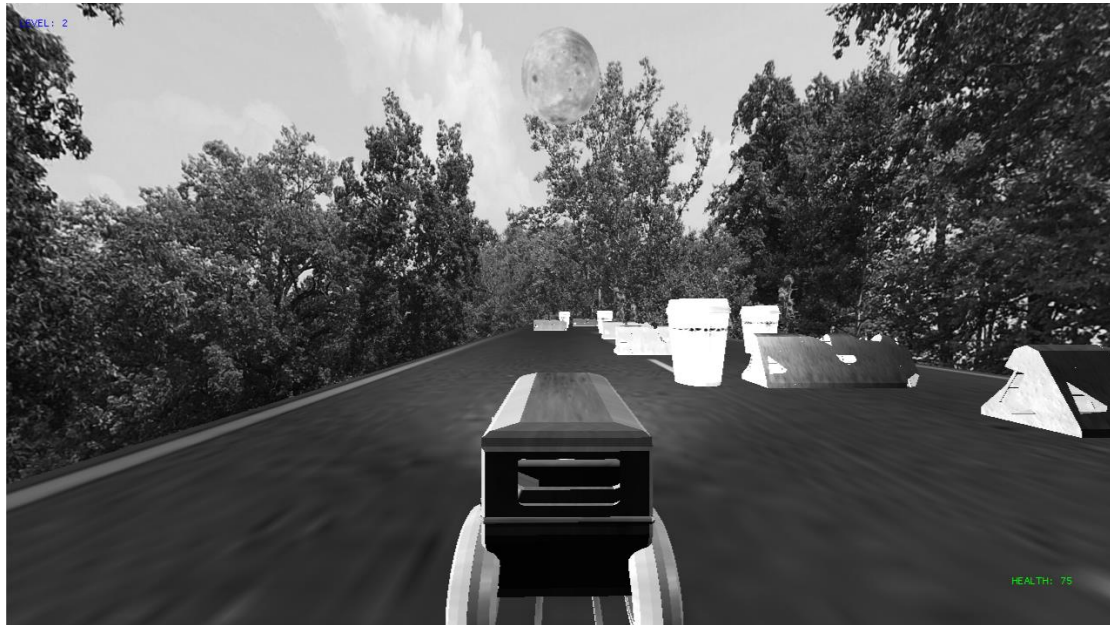


4) Level Up



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5) Level 2

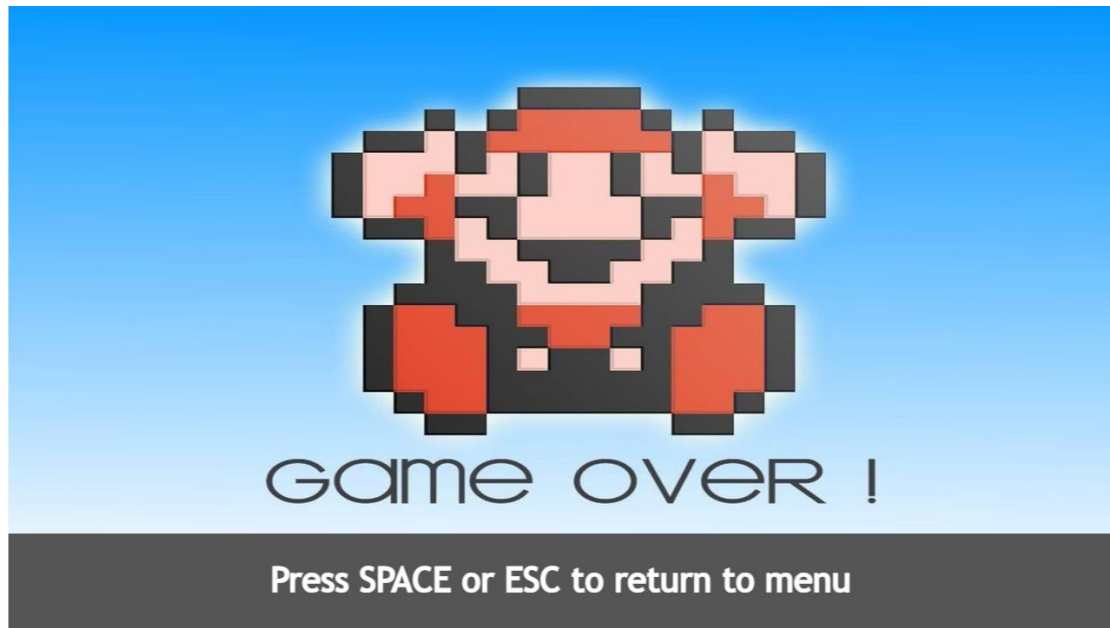


6) Level 3



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7) Game Over



Thank You!