

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 |
|--------------------------------|---------|----|---------|
| احمد مصطفى محمد مجد ابو العارف | 1 | 10 | 9202201 |
| عمر فريد عبد العاطي لملوم | 2 | 4 | 9202968 |
| معاذ محمد حسن بيومي | 2 | 26 | 9203532 |
| ممدوح احمد محمد مجد عطيه | 2 | 27 | 9203543 |

Presented to:

Eng. Yehia Zakaria

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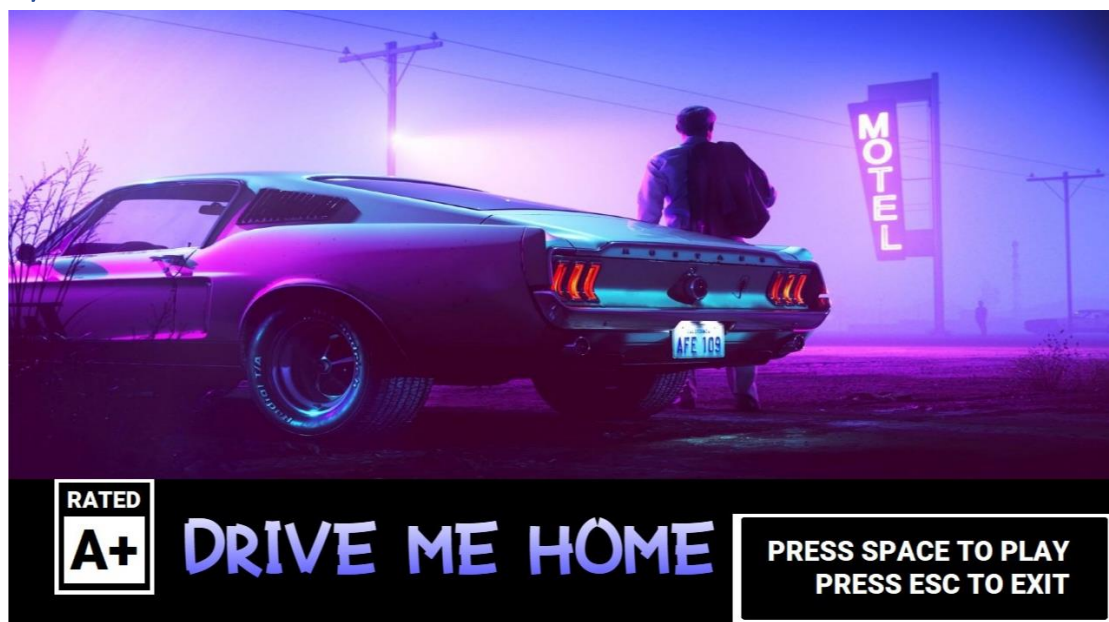
Work division between team members.

| 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 |
| Omar Farid | Req 8 | <ul style="list-style-type: none">• All of Lighting requirement• Documentation |
| 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• Menu, LevelUP, GameOver states• 4 Postprocessing shaders |

Integration and improvements are made by all team member together.

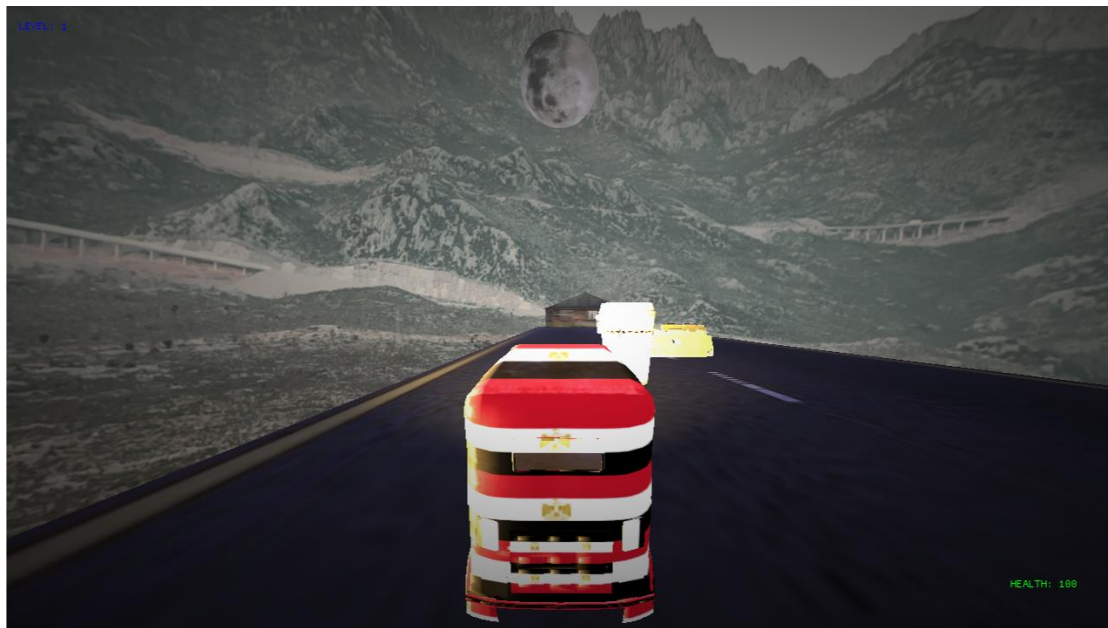
Screenshots

1) Menu



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2) Level 1



3) Finish

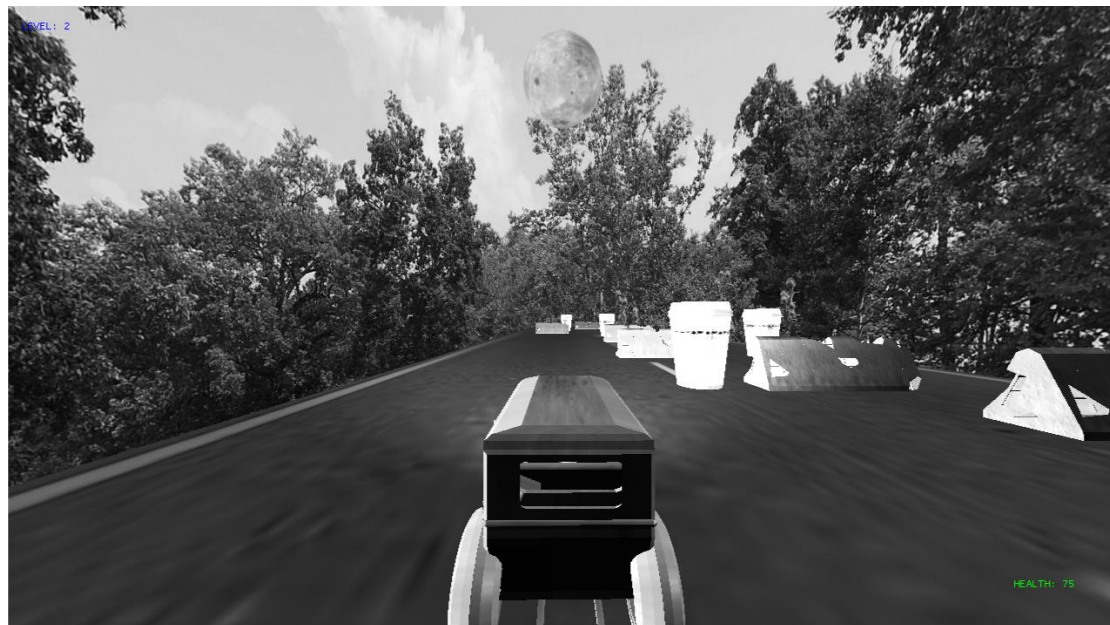


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4) Level Up



5) Level 2

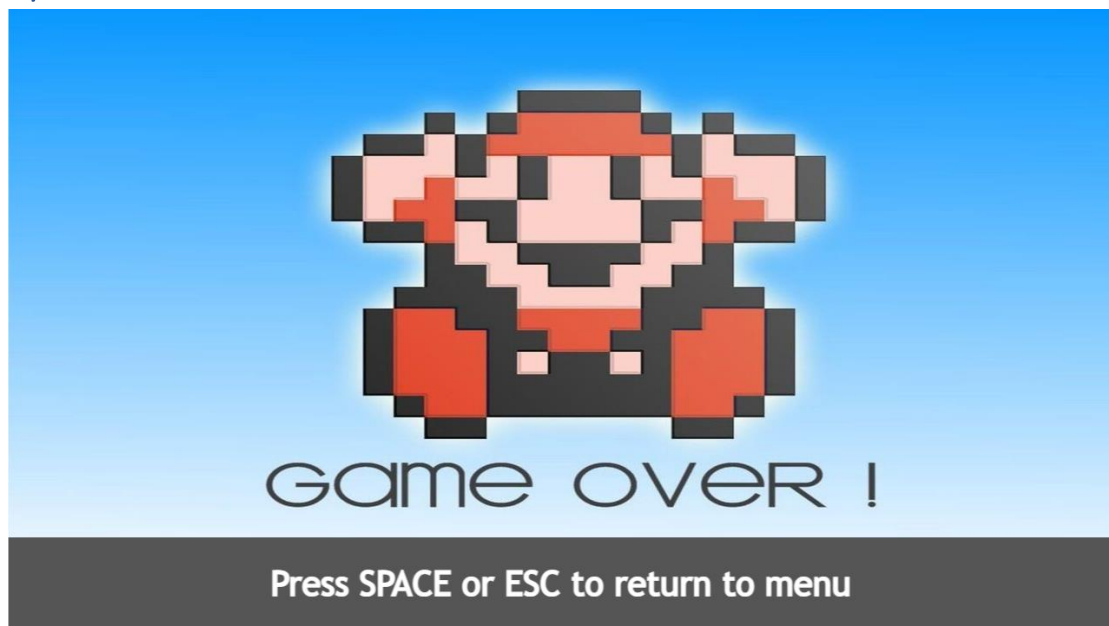


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6) Level 3



7) Game Over



Thank You!