

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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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>

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Important Notes

- 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.
- We have a script in CMakeLists.txt to copy 3 dll files from vendor to bin folder, but in case that fails, please copy the three files from "Put these files in bin folder" folder to "bin" folder.

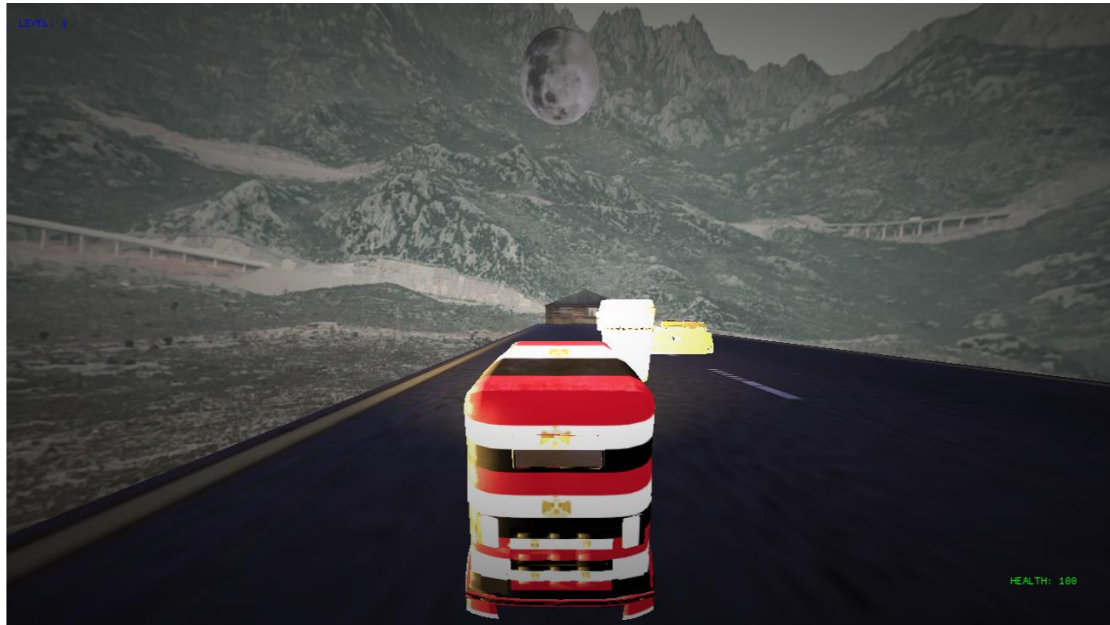
Screenshots

1) Menu



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2) Level 1



3) Finish

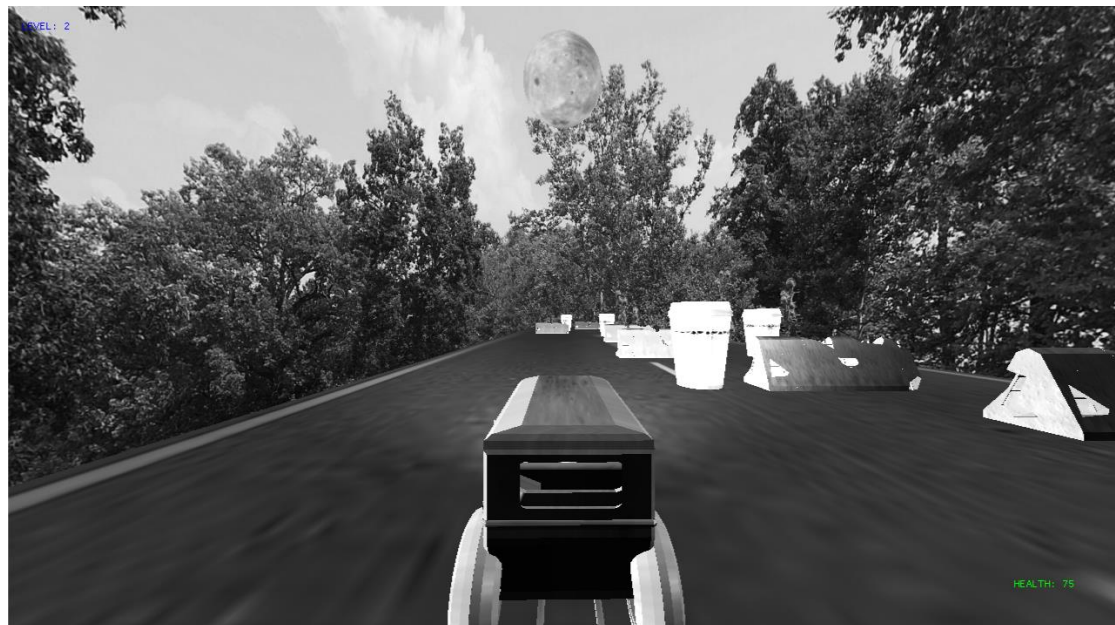


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4) Level Up



5) Level 2

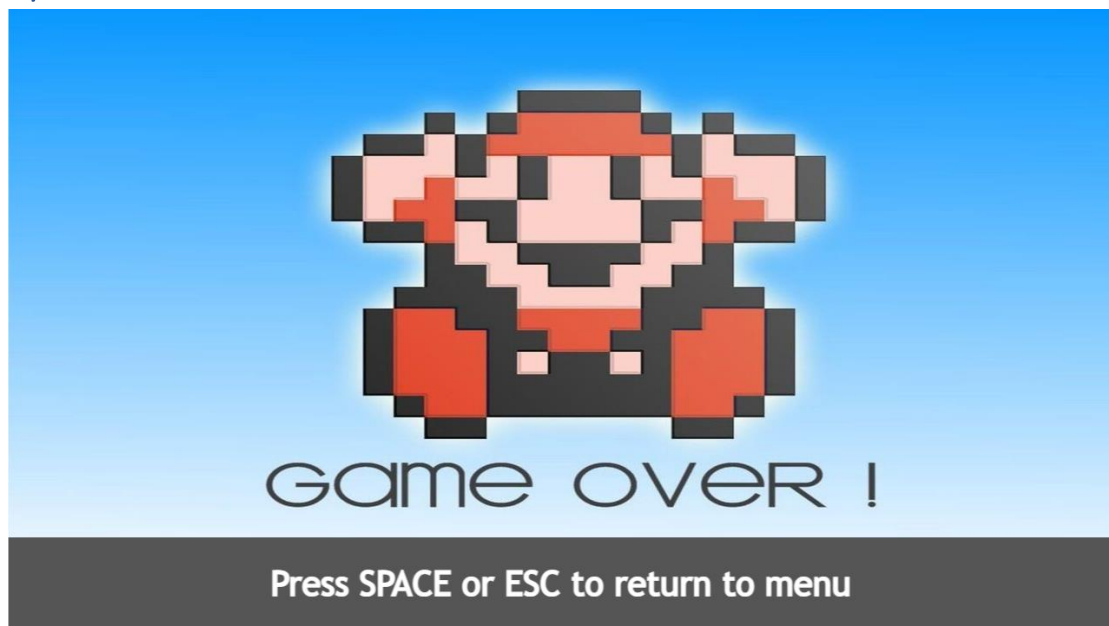


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6) Level 3



7) Game Over



Thank You!