

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
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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.

Demo Video

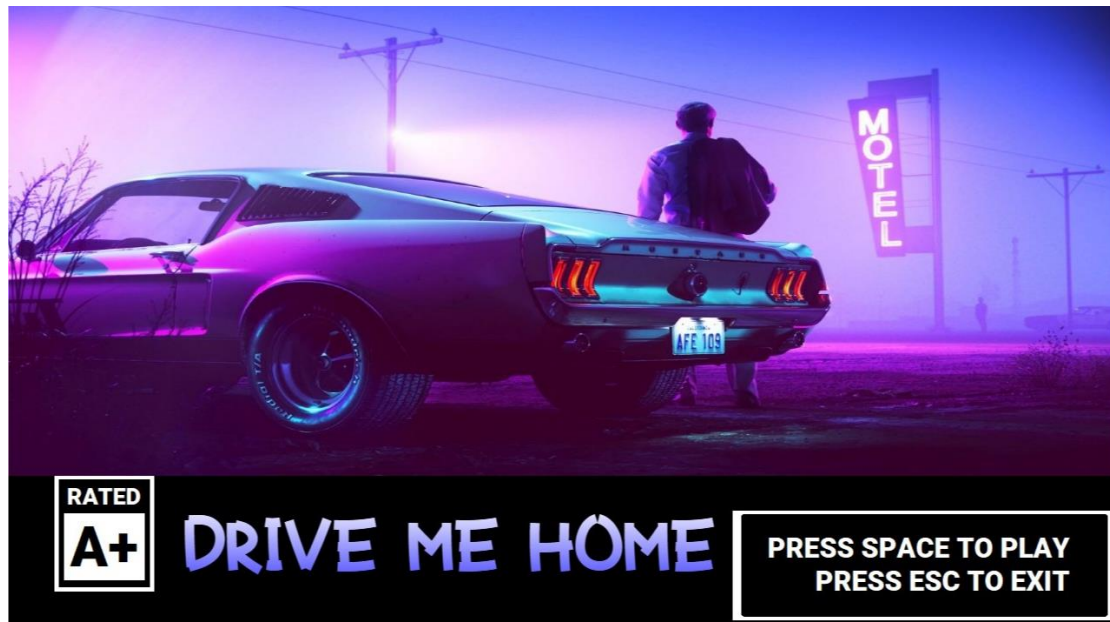
Please see this unlisted Youtube video,

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

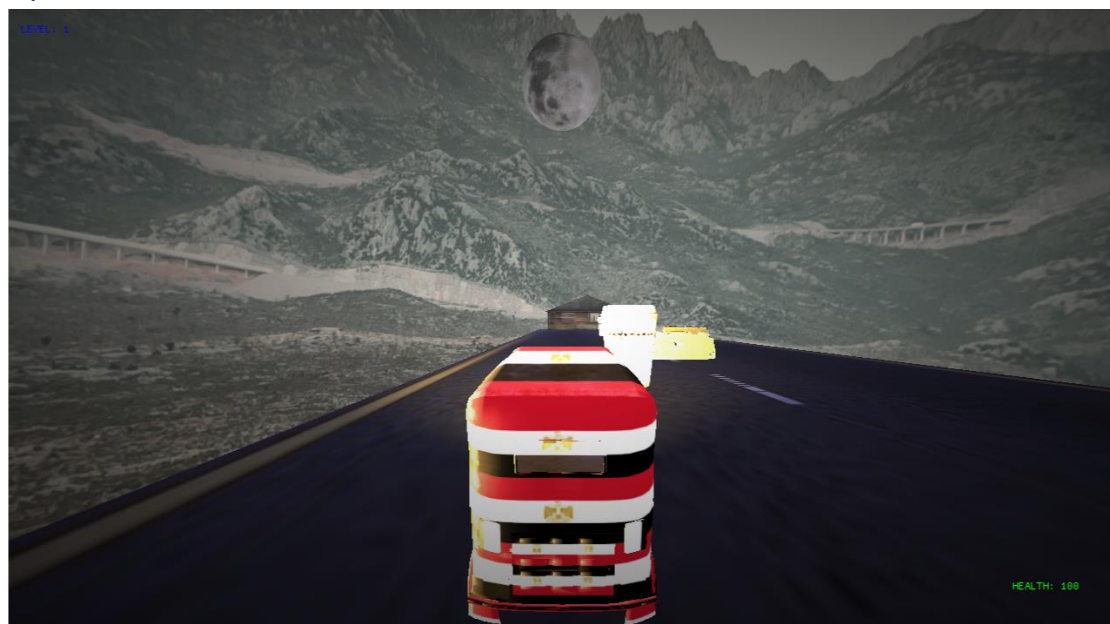
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Screenshots

1) Menu



2) Level 1



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3) Finish

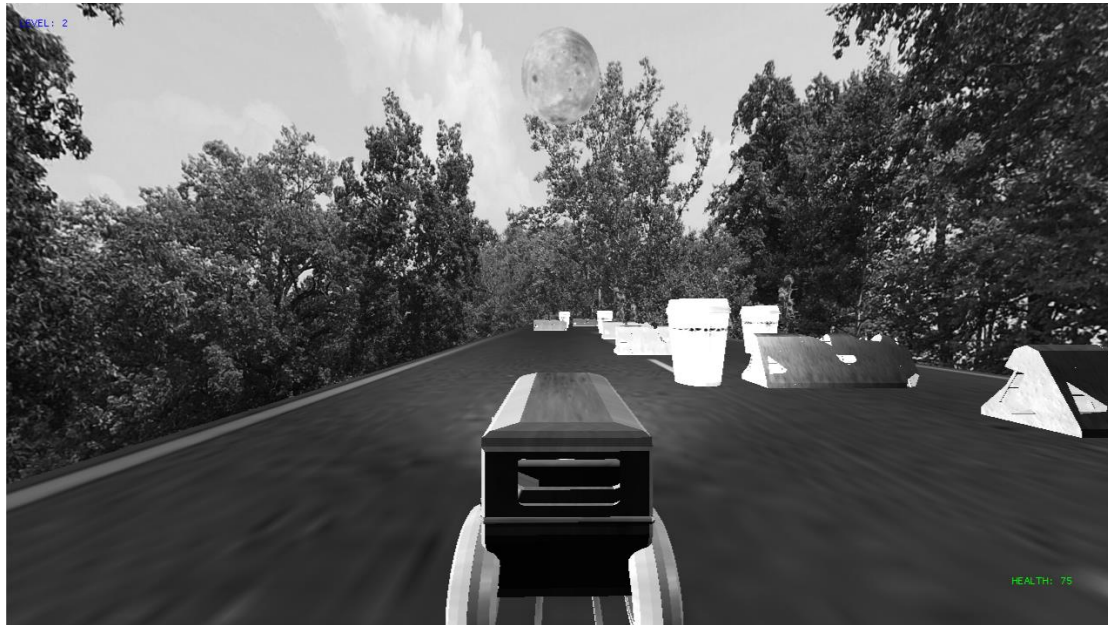


4) Level Up



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5) Level 2

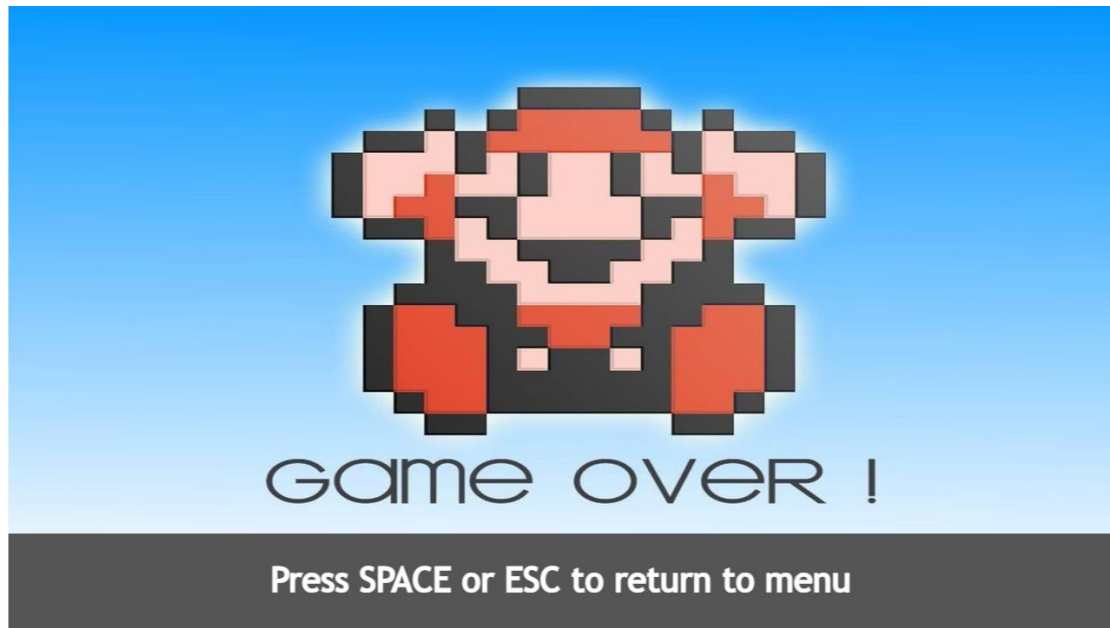


6) Level 3



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7) Game Over



Thank You!