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

Github repo link

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

**Drive Me Home**

**Team 7**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | section | BN | ID |
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| عمر فريد عبد العاطى لملوم | 2 | 4 | 9202968 |
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| ممدوح احمد محمد محمد عطيه | 2 | 27 | 9203543 |

Presented to:

**Eng. Yehia Zakaria**

# **Work division between team members.**

|  |  |  |
| --- | --- | --- |
| Name | Phase 1 | Phase 2 |
| Ahmed Aref | Reqs 2,3,4 | * Adding Game objects * Car physics & controls * Components: fuel, obstacle and car * 2 Postprocessing shaders |
| Omar Farid | Req 8 | * Moon object with point light * Adding car spot light * Directional light * Material texture maps lightening |
| Moaz Mohamed | Reqs 1,9,10,11 | * Adding Game objects * Collision system * Levels design * Health handling * Sound System * Contribution in Lighting |
| Mamdouh Ahmed | Reqs 1,5,6,7 | * 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.

# **Screenshots**

# **1) Menu**



# **2) Level 1**



# **3) Finish**



# **4) Level Up**



# **5) Level 2**



# **6) Level 3**



# **7) Game Over**



Thank You!