

Game-3111 Advanced Graphics Programming Lab
First Person Camera
Lab 7

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1 Introduction

In this lab you will practise working with a first person camera in DirectX.

2 Logistics

You may work individually or in pairs for this assignment. All submissions for this lab are electronics. If you are working as a pair, only one submission is required for two students but make sure that both your names are included in the submission. Either student may make the submission.

3 Instructions

Download the example project uploaded on blackboard and modify the code in there to fulfill the requirements for this lab.

4 Deliverables

You will need to submit a zip folder containing the modified project and upload 2-3 screenshots of your running application.

5 What you need to do

1. Download the project from blackboard.
2. Run the project and familiarize yourself with how the camera is implemented and working.
3. Write a function Roll that takes in one float parameter (angle) and applies a rotation to the cameras' look at axis.
4. Update the movement controls to include E to roll right and Q to roll left.
5. Implement a limit to how much the camera can roll in one direction, for instance if the player keeps holding Q, the camera shouldn't keep rolling infinitely.
6. Take multiple screenshots to illustrate the camera roll that you implemented.