Visual Memory Game

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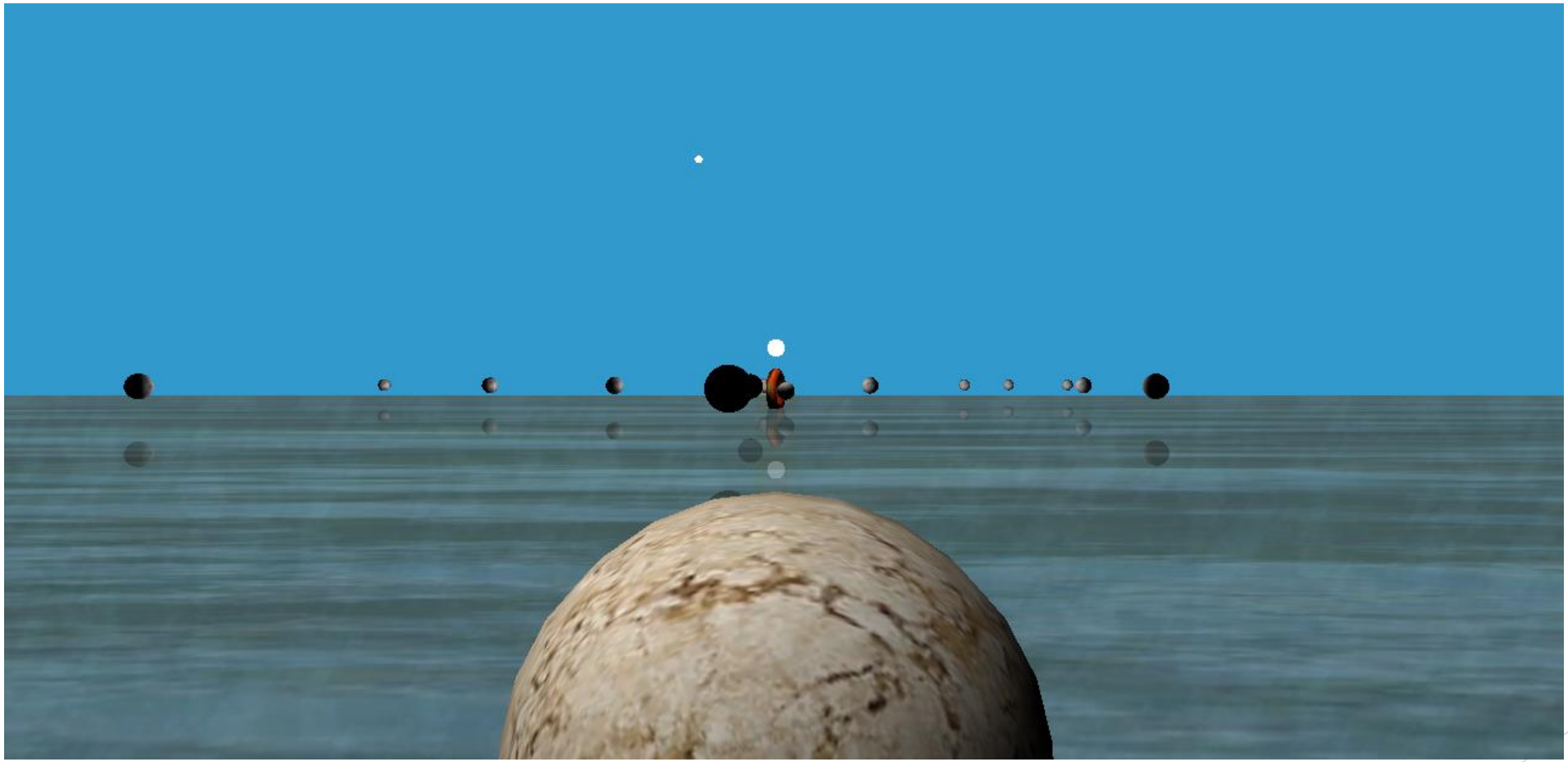
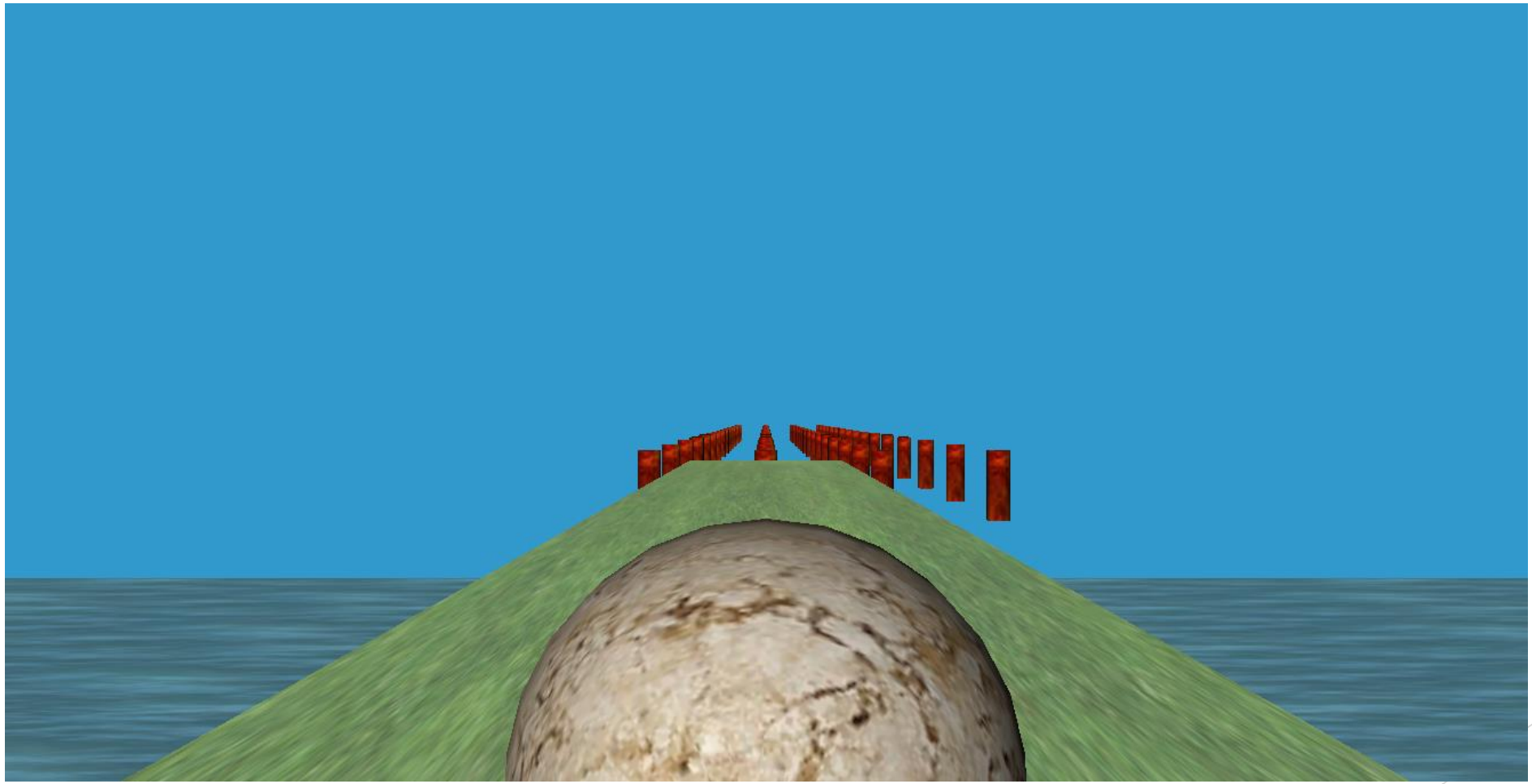
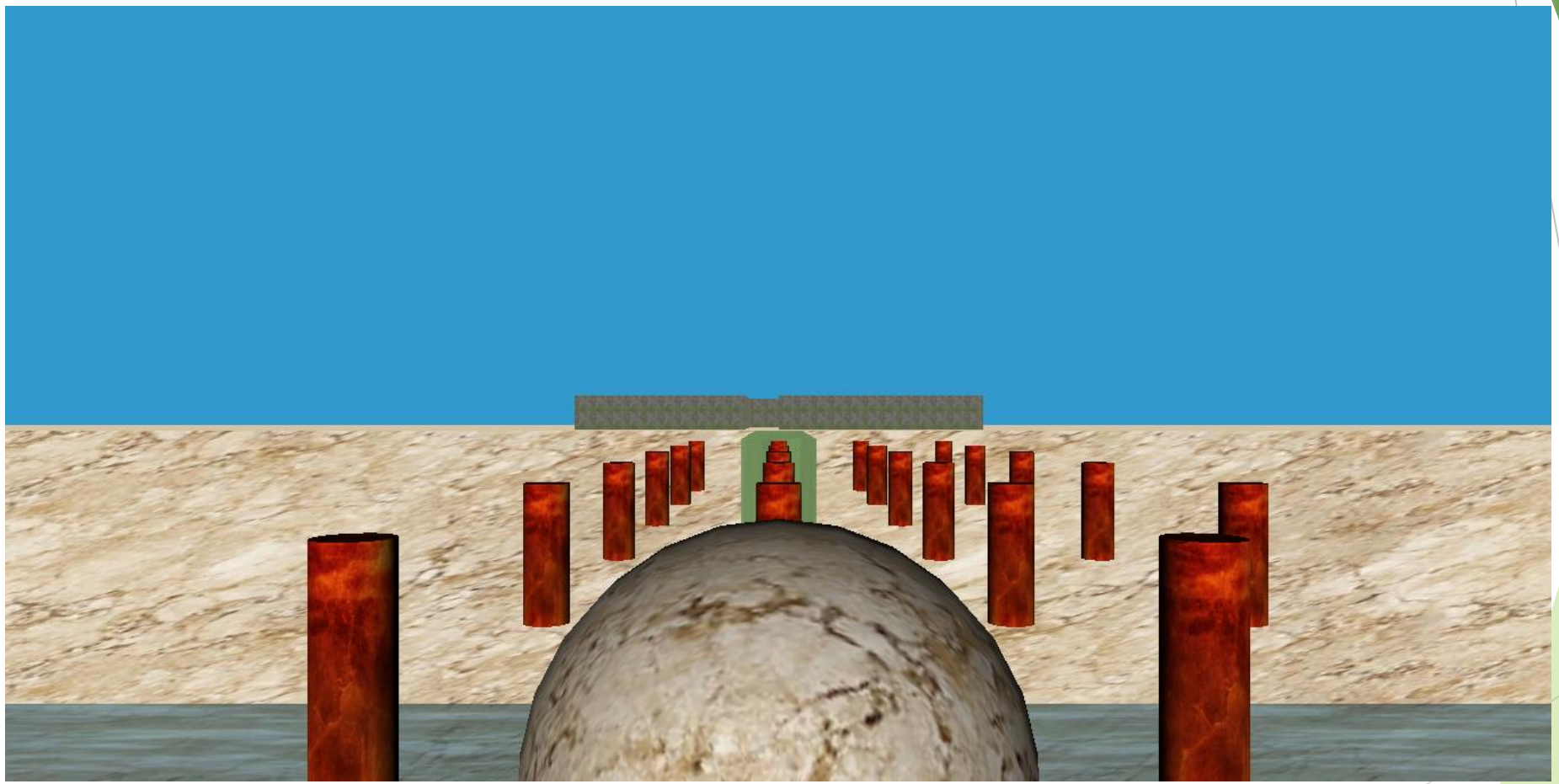
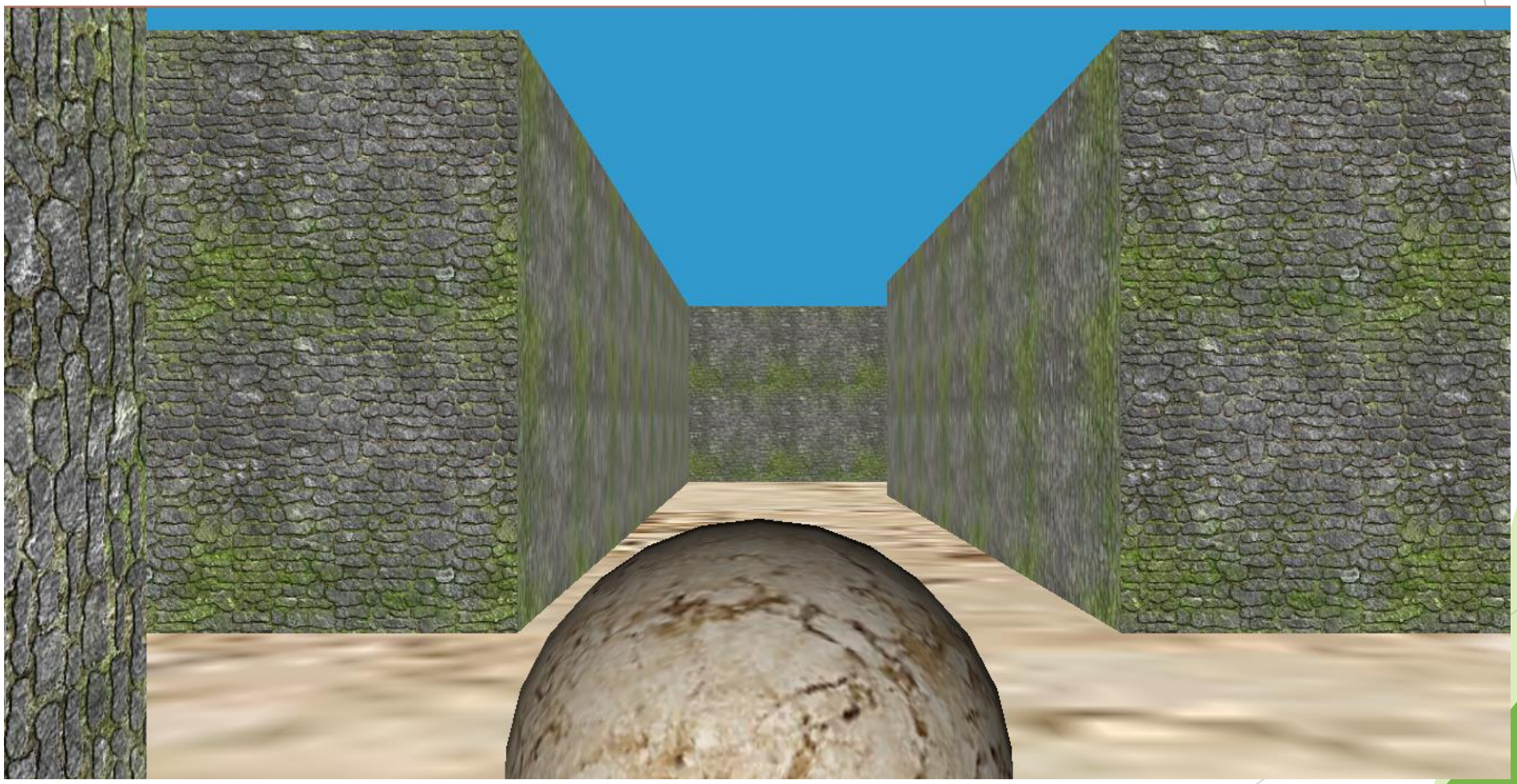
INTRODUCTION

- Your soul is bereft and you must lead the sacred stone to its final destination by surpassing all hurdles which involve your visual and memory skills.
- The game does not involve a specific mission. You clear all the three discrete specifically defined missions to reach the place of the sacred soil to return the sacred stone
- The first part involves visual, logical, and memory skills
- The second part involves mathematical, and memory skills
- The third part involves memory skills









LEVEL 1

- Pass through the ring in the center dodging the spheres of destruction, protecting the sacred stone

LEVEL 2

- Press arrows keys equivalent to IN{0,1,2,3,4} denoting numbers. Press such that sum is divisible by the number indicated. If at the end your sum is divisible by number indicated you pass else you are doomed.
- The higher your sum the higher your score!

LEVEL 3

- Clear the randomly generated maze to reach the “FINAL DESTINATION” and discharge the stone to complete the game

SCORING CRITERIA

- TIME
- YOUR SUM IN LEVEL 2
- SOME FEATURES CURRENTLY IN DEVELOPMENT

LIBRARIES USED

- FREEGLUT
- GLEW32

PROBLEMS FACED

- Generating terrain(not completed)
- Loading .obj files
- Configuring the camera and navigation to different needs of the game
- Collision Detection
- Configuring textures with Phong Shading Model
- Multiple Textures

QUESTIONS INVITED!

THANK YOU