

# **FRUIT NINJA USING MODERN OPENGL (3.3)**

# OUTLINES

- Introduction
- Keyboard Controls
- Features
- Dynamic Feature

# INTRODUCTION

- OpenGL 3.3 is used to simulate the **Fruit Ninja** game.
- Basic objects that are created in this project are as below –
  1. Untextured Cube (Wall, Knife)
  2. Textured Cube (Floor, Score, Game Over Screen)
  3. Untextured Sphere (Life)
  4. Textured Sphere (Fruit)
  5. Textured Curved Object (Flower Vase)

# KEY CONTROLS(VIEW)

- Press W: Camera Forward
- Press S: Camera Backward
- Press A: Camera Left
- Press D: Camera Right
- Press UP: Knife up
- Press LEFT: Knife left
- Press DOWN: Knife down
- Press RIGHT: Knife right
- Press C: Pitch up
- Press X: Pitch down
- Press Y: Yaw left
- Press U: Yaw right
- Press Q: Roll left
- Press E: Roll right
- Press K: Game Restart
- Press G: Move the Knife

# FEATURES

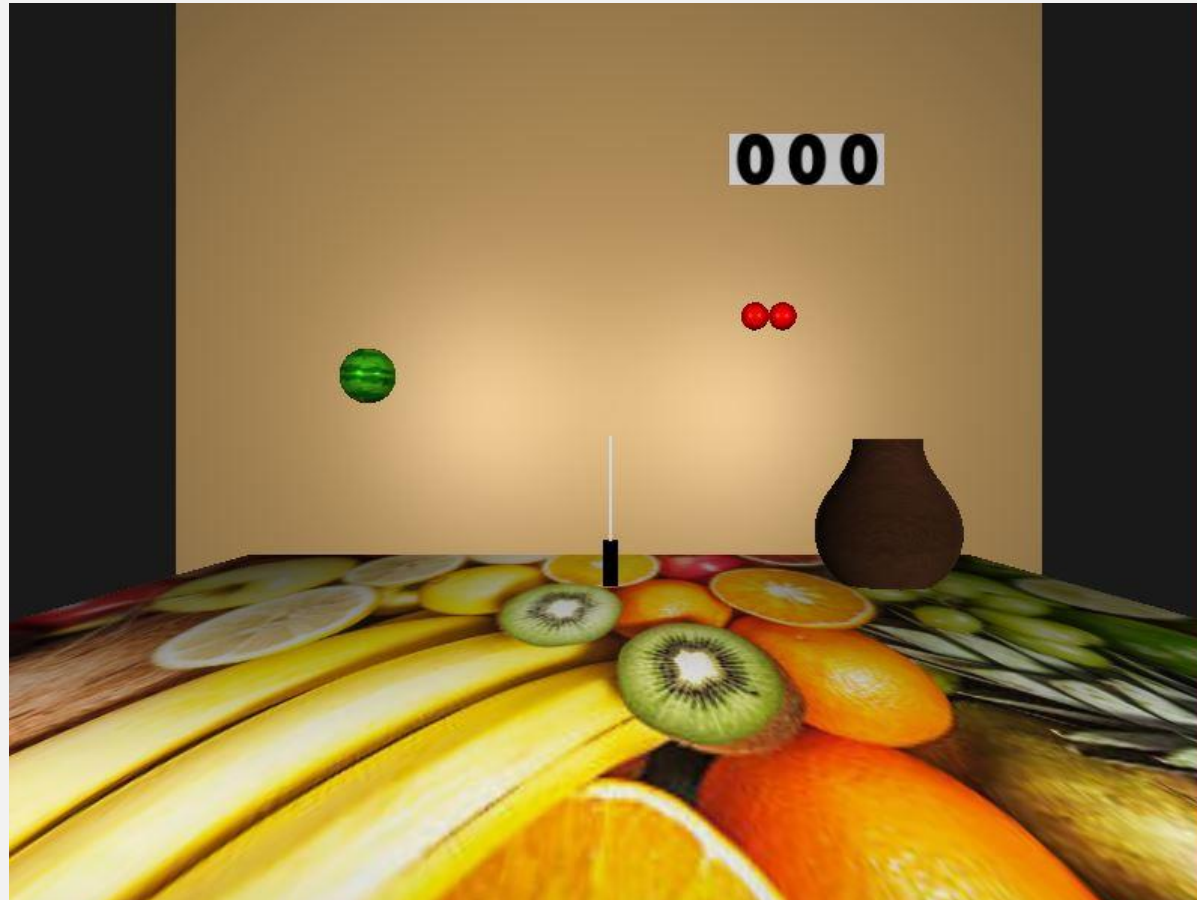


Figure 1: Game Overview

# FEATURES

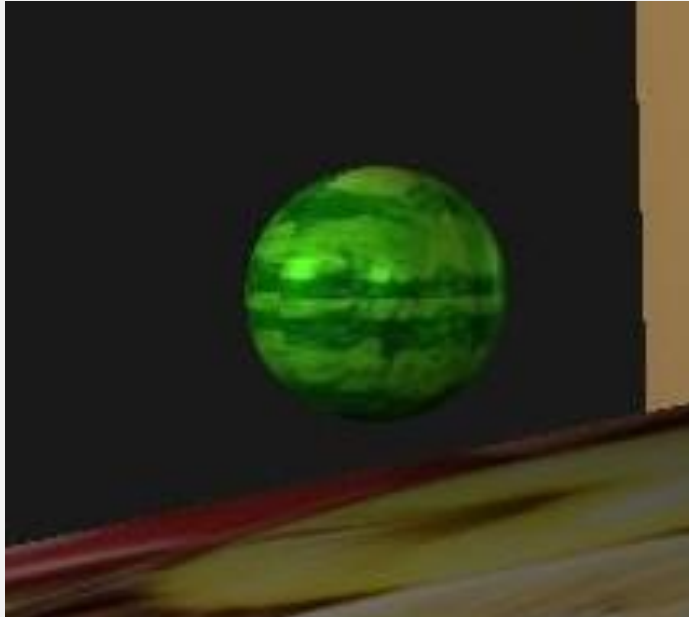


Figure 2: Fruit

## FEATURES (CONTD.)



Figure 3: Knife

## FEATURES (CONTD.)

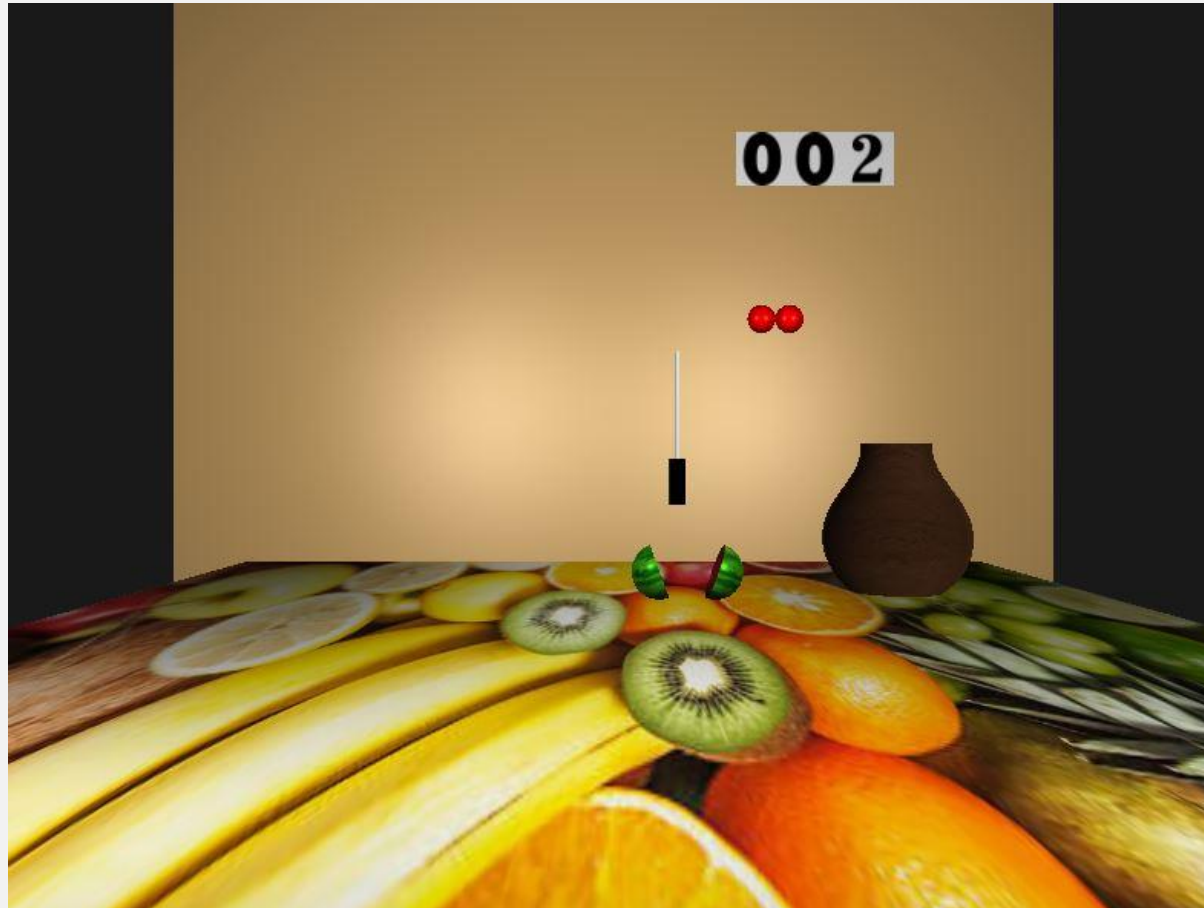


Figure 4: Cutting Fruit



## FEATURES (CONTD.)

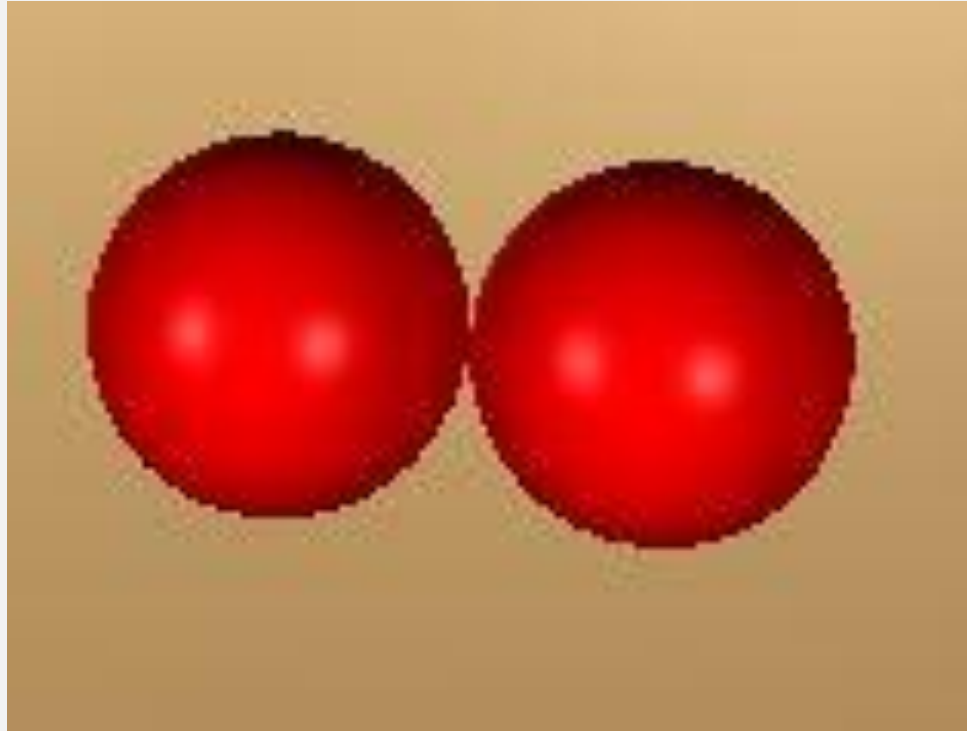


Figure 5: Life remaining

## FEATURES (CONTD.)



Figure 6: Curved Vase

## FEATURES (CONTD.)



Figure 7: Score

## FEATURES (CONTD.)



Figure 7: Game Over

# REFERENCES

- <https://learnopengl.com/>
- [https://www.songho.ca/opengl/gl\\_sphere.html](https://www.songho.ca/opengl/gl_sphere.html)

**THANK YOU**