"GOING ball using modern opengl (3.3)"

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Outlines

- Introduction

- Key Controls

- Features

Introduction

▶ **Going Ball** is a game where a ball continuously runs and collect points to survive.

▶ **OpenGL 3.3** is used to create **Going Ball** game in computer graphics.

▶ Basic objects that are created in this project are as below –

1. Ball (Character)
2. Road
3. Randomly generated painted wall.
4. Rotating Coins
5. Tree
6. Bench
7. Random Mud
8. Inventory Shop
9. Gaming Store

Key Controls

- Press I: Ball Jump
- Press J: Shift Left side
- Press L: Shift Right side
- Press T: Change Ball Skin
- Press G: Road-side Game Mode ON (Game store)
- Press P: Purchase Mode ON (Inventory shop)
- Press H: Game Mode Off

- Press O: Purchase Mode off
- Press A: Shift the ball to left (Game store)
- Press D: Shift the ball to right (Game store)
- Press SPACE: Throw the ball (Game store)
- Press F: Fly
- Press R: Refill the timer

Key Controls (Contd.)

- Press 0: Turn all light OFF

- Press 1: Road type 1

- Press 2: Road type 2

- Press 3: Road type 3

- Press 4: Level 2

- Press 5: Level 1

- Press 8: Purchase Fly point

- Press 9: Purchase Time

- Press ENTER: Restart Game after Game Over

Features

Figure 1: Initial view of the game (Road-1)

Features (Contd.)

Figure 2: Road - 2

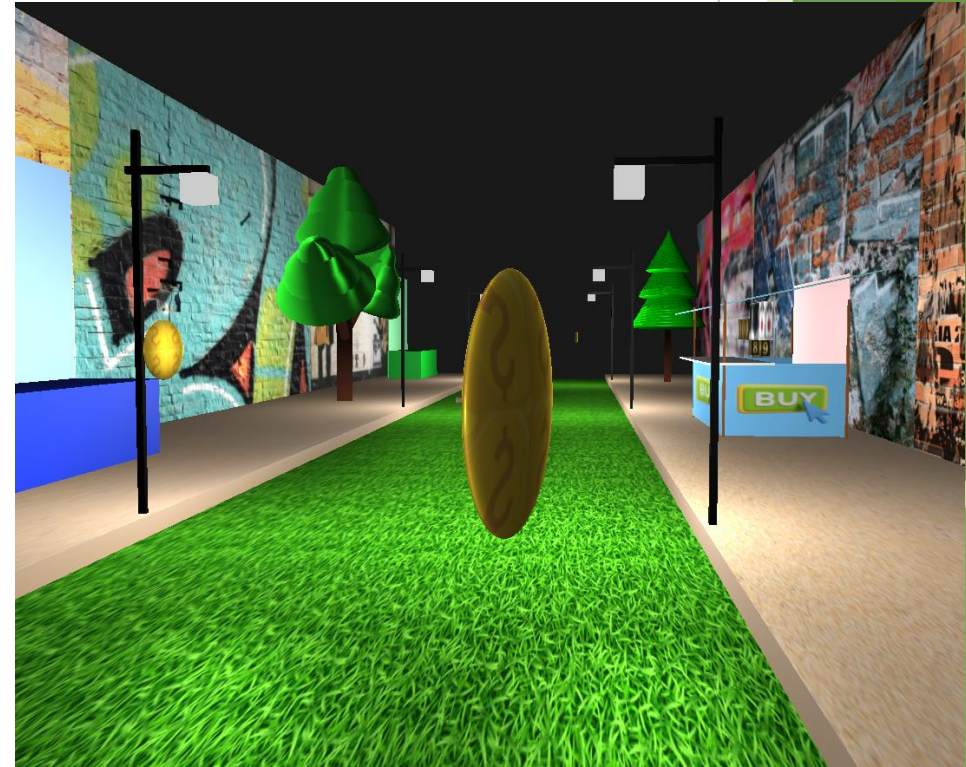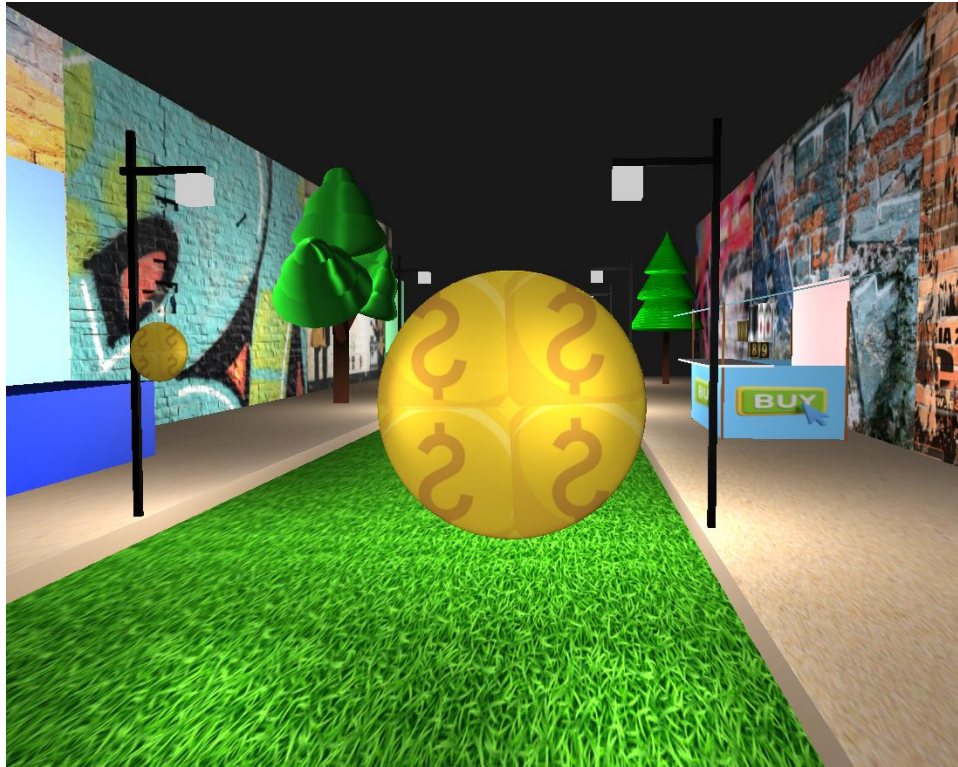# Features (Contd.)

Figure 3: Road - 3

Features (Contd.)
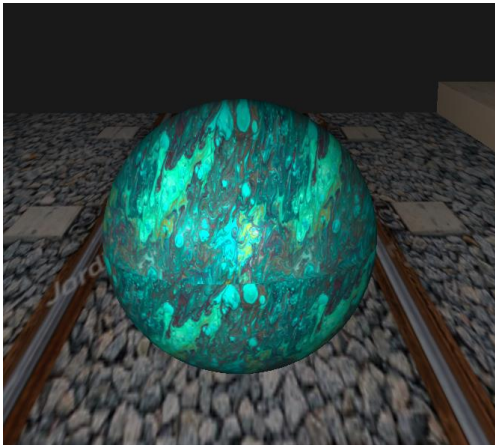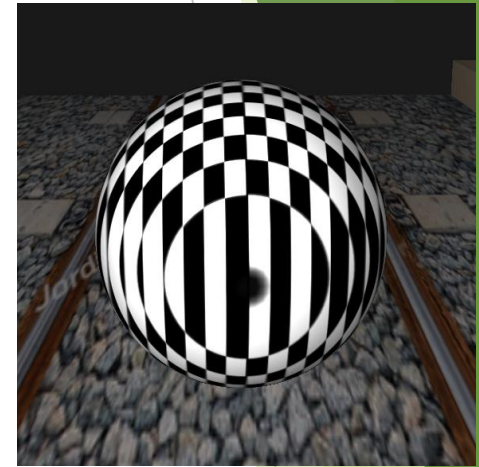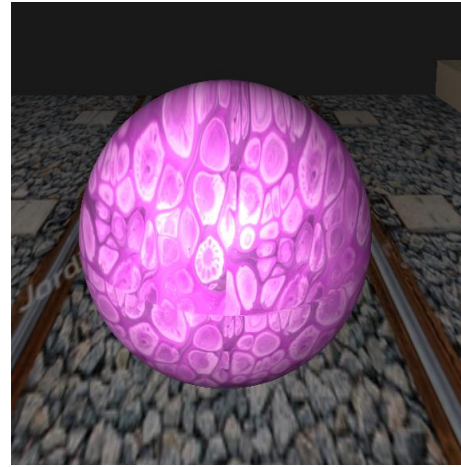

Figure 4: Rotating Coins

Features (Contd.)
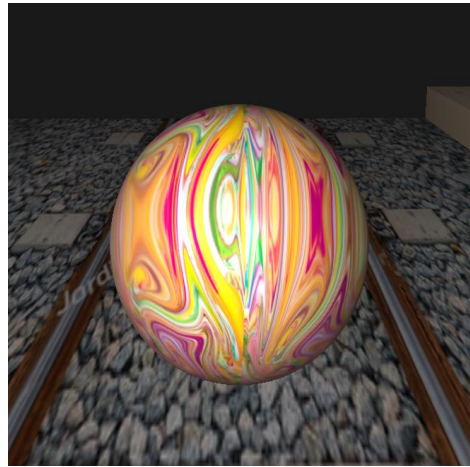
Figure 5: Ball with different skin

Features (Contd.)

Figure 6: Tree (Sphere)

Figure 7: Tree (Bezier Curve)

Features (Contd.)

Figure 8: Bench on platform

Features (Contd.)

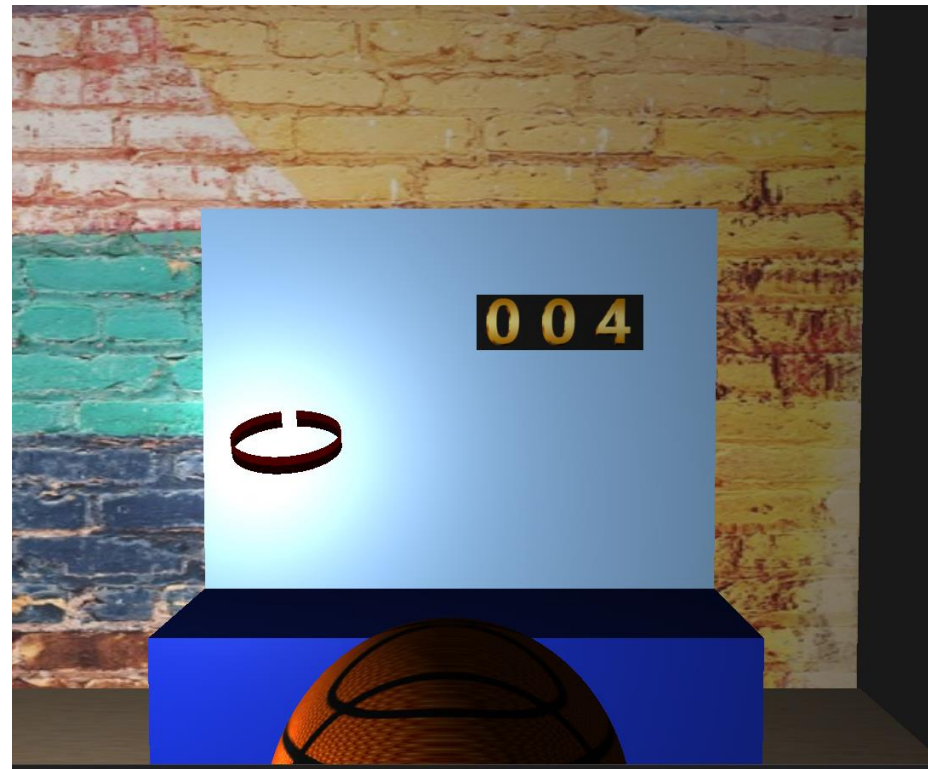Figure 9: Mud which slows down the speed of the ball

Features (Contd.)

Figure 10: Road-side Game to earn some extra coins

Features (Contd.)

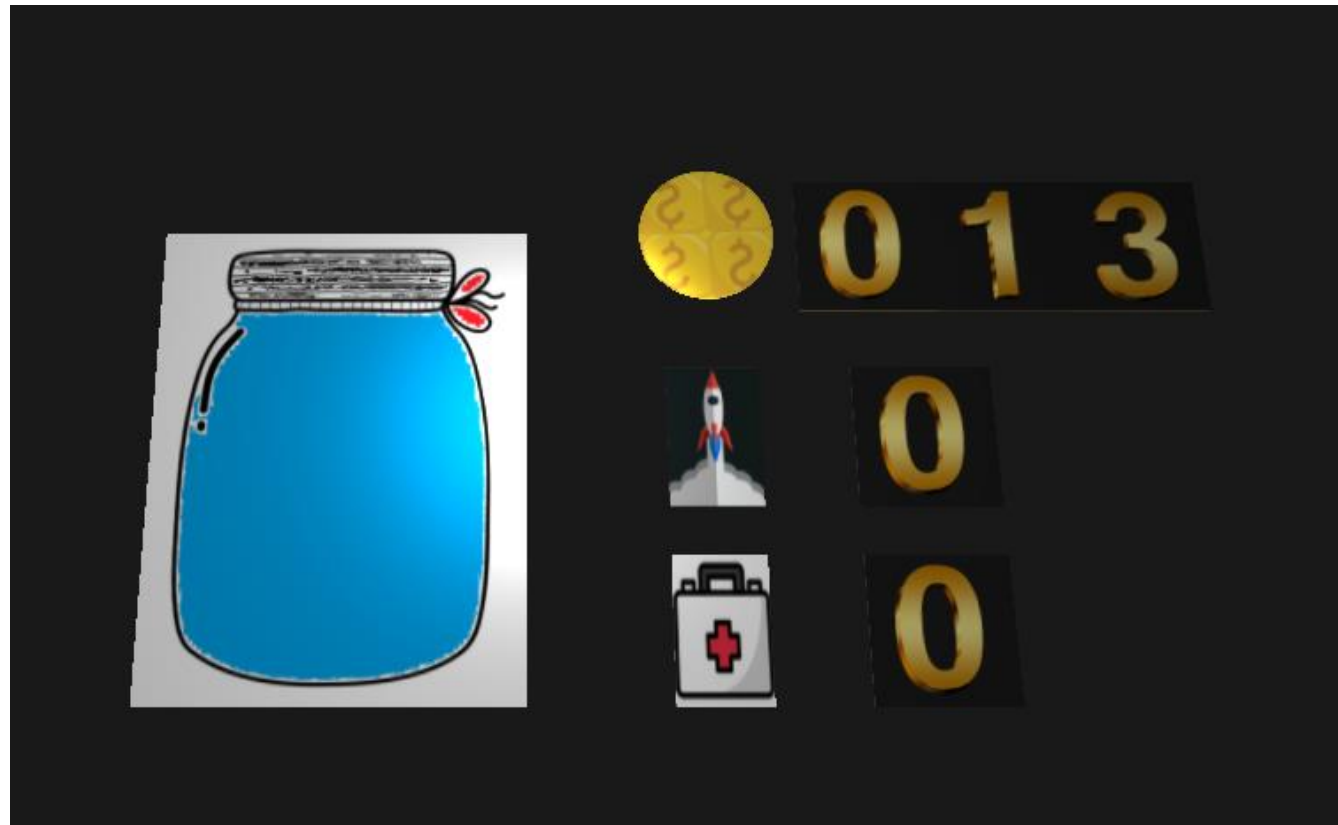Figure 11: Inventory Shop where we can buy powers

Features (Contd.)

Figure 12: Score Board

References

- https://learnopengl.com

- https://en.wikipedia.org/wiki/Computer_graphics

- https://www.geeksforgeeks.org/computer-graphics/

Thank You