

Final Project

Due May 6th at 9:00 am in the RH 2055.

Build a game engine that has the following abilities

1. Startup and Shutdown of components
2. Camera Control
3. Graphics primitives
 - a. Sphere
 - b. Quad
 - c. Rectangle
 - d. Pyramid
4. Ability to texture primitives using an image format
5. Rotate, scale, translate objects using your math Library
6. Memory Management (pool or stack allocator)
7. Import models and textures
8. Perform basic character animation
9. Have basic physic engine capabilities by integrating a physics engine
10. Have lights and produce shading.
11. Primitive representation of a level in a file that is read in

Demonstrate its basic capabilities by producing a map that you can drive the camera through. The map must include an animated character of some type.