

CS352

ssssGraphics and Visualisation

PROJECT REPORT

Project title – Obstacle Jumping Game

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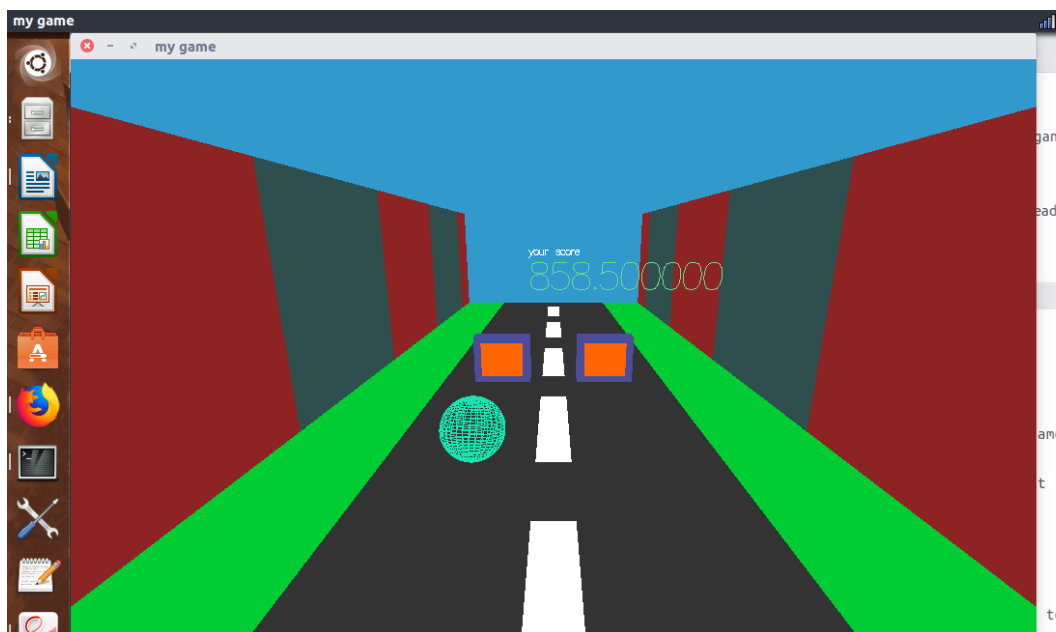
Introduction: This is a basic obstacle course game and in many ways is similar to many classic obstacle jumping course games.

Features :

- Move the ball left/right
- Jump over a block
- Check current score
- Rotate camera at any angle around any axis
- End the game if an obstacle is hit
- Display the score when an obstacle is hit.

Key controls and how to use them:

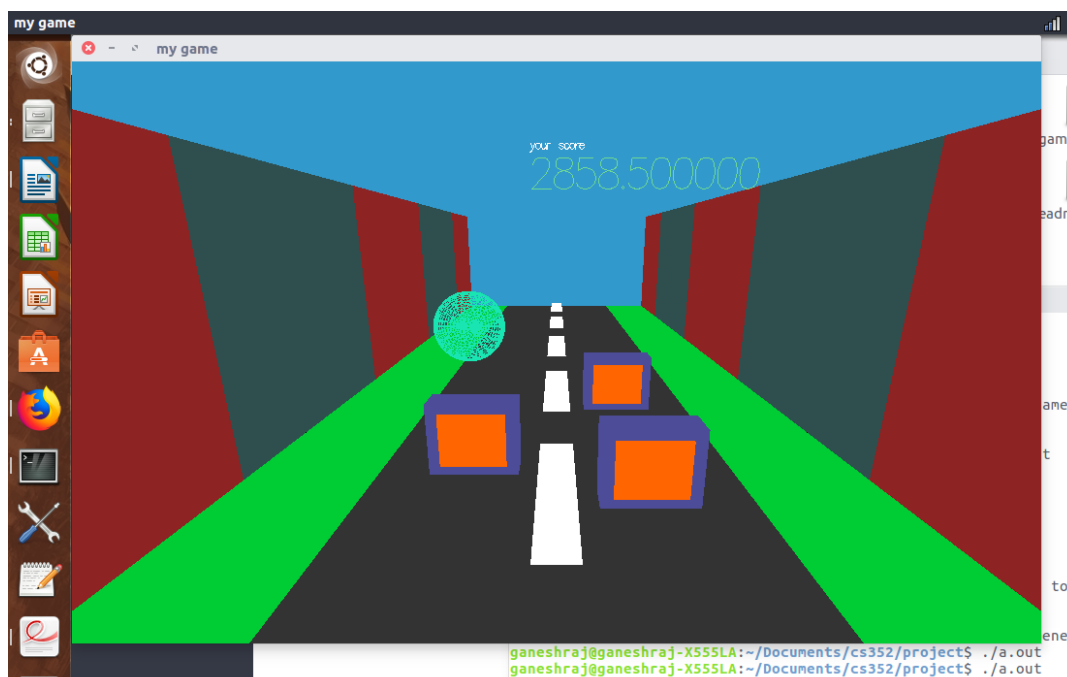
Move left
key used – A



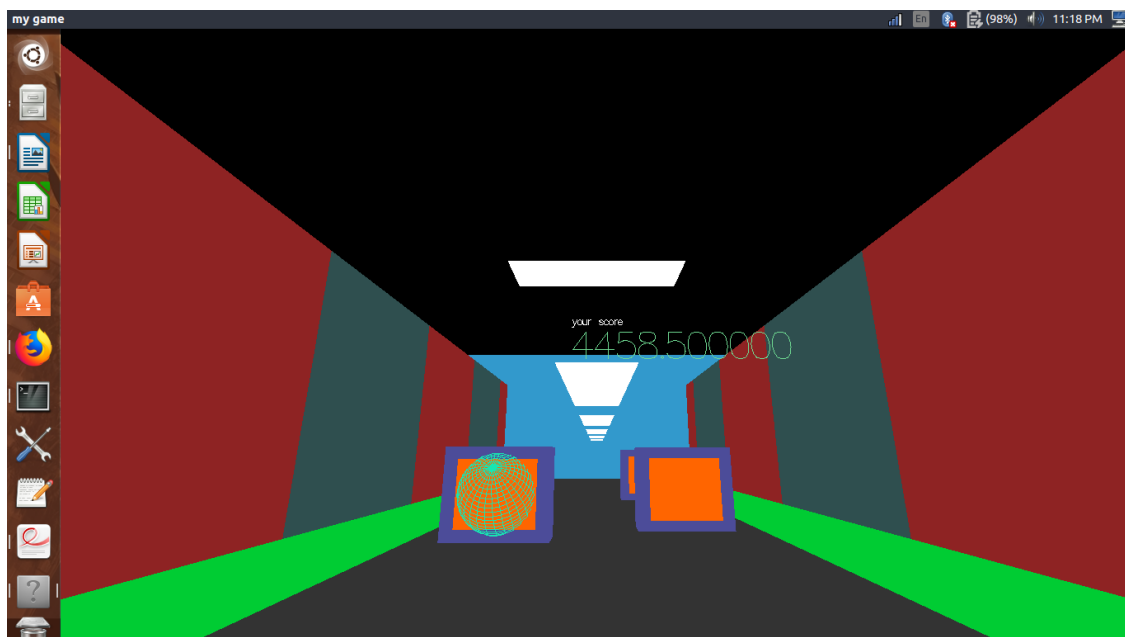
Move right
key used– D



Jump
key used – W



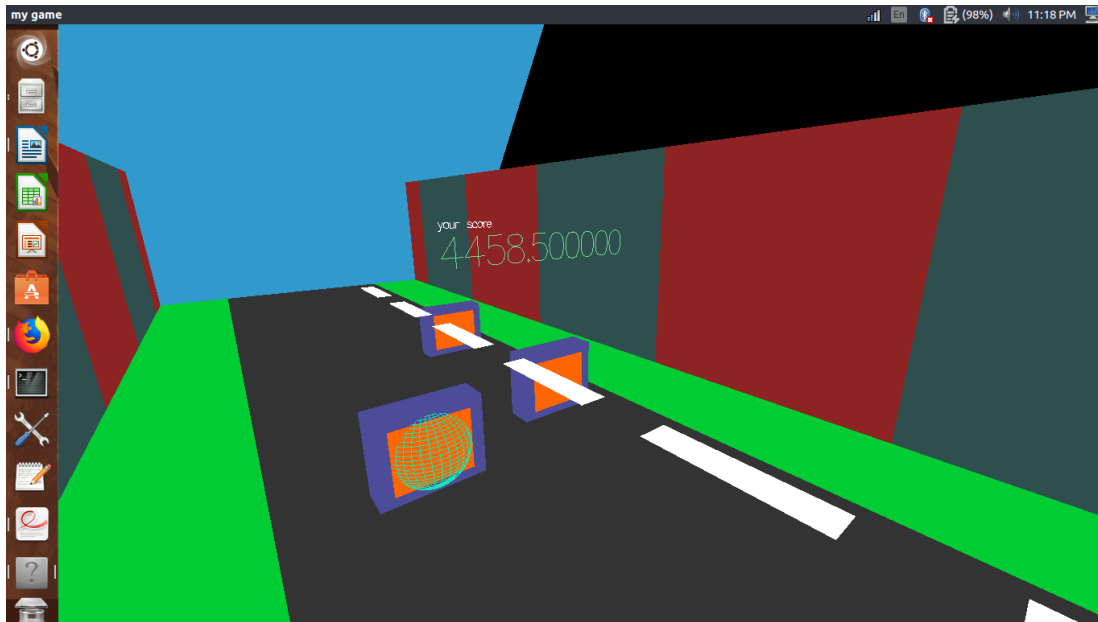
Rotate camera by 5 degrees around X- axis clockwise(about horizontal)
key used – 1



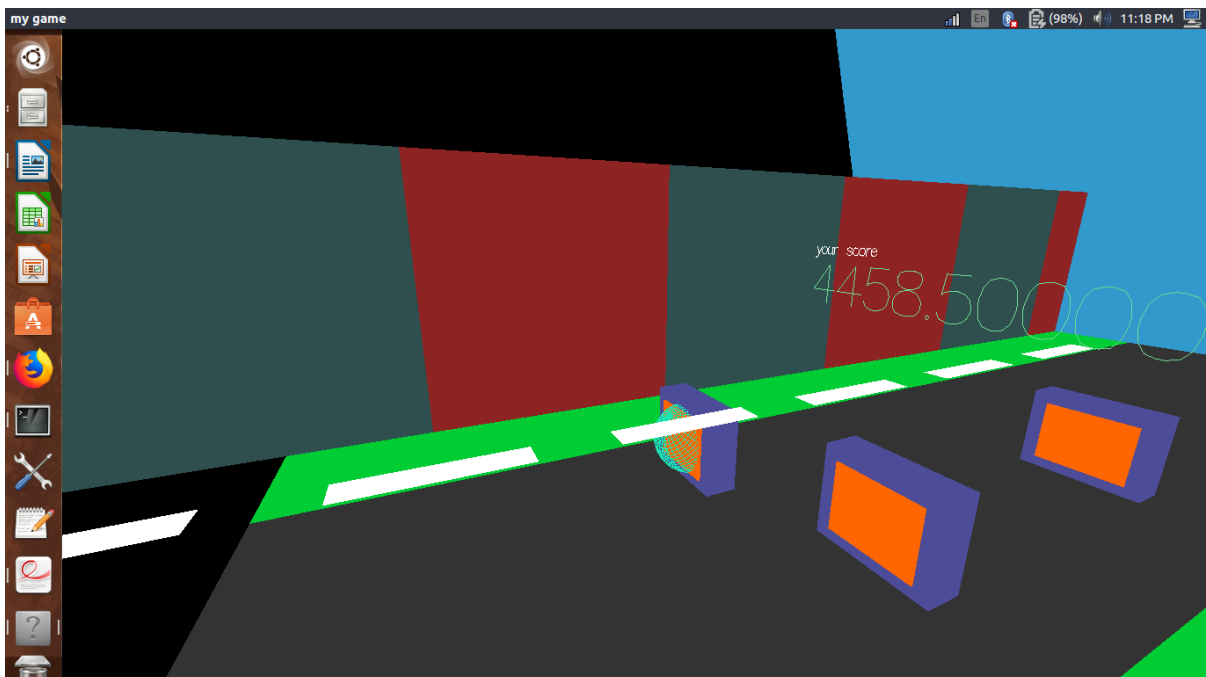
Rotate camera by 5 degrees around X- axis counter-clockwise(about horizontal)
key used – 2



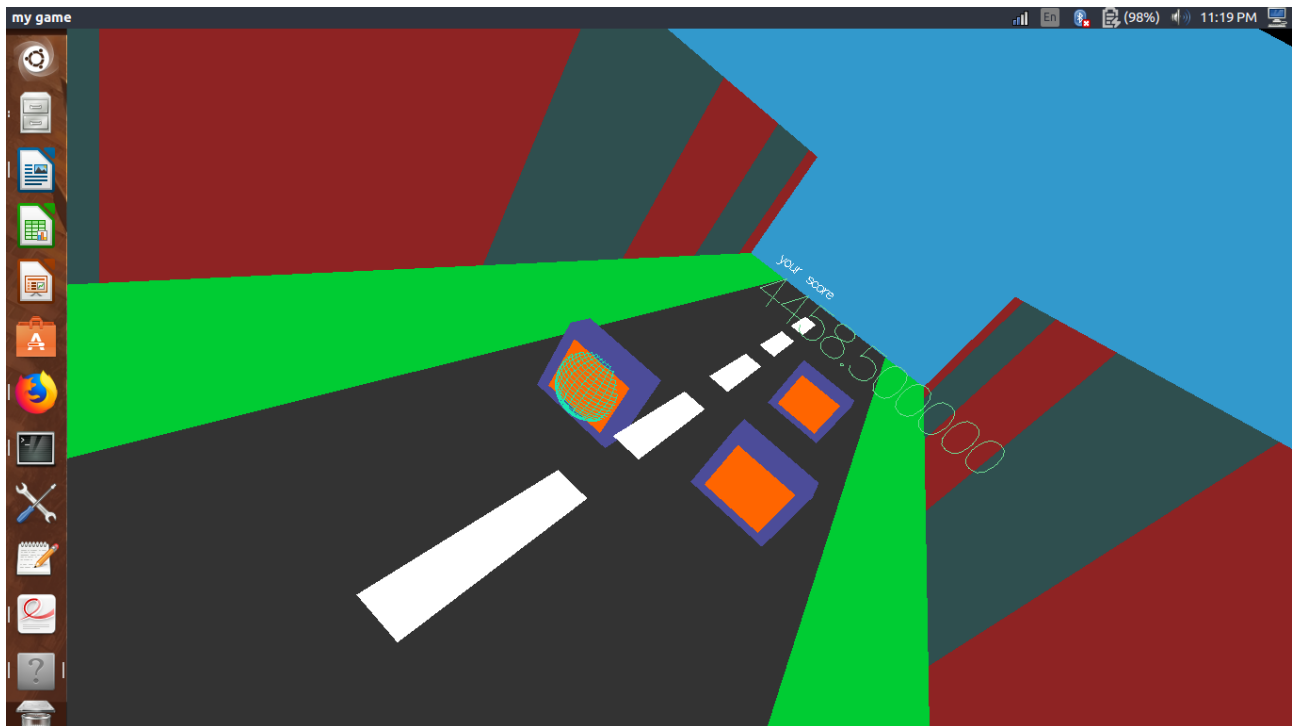
Rotate camera by 5 degrees around Y- axis counter-clockwise(about vertical)
key used – 3



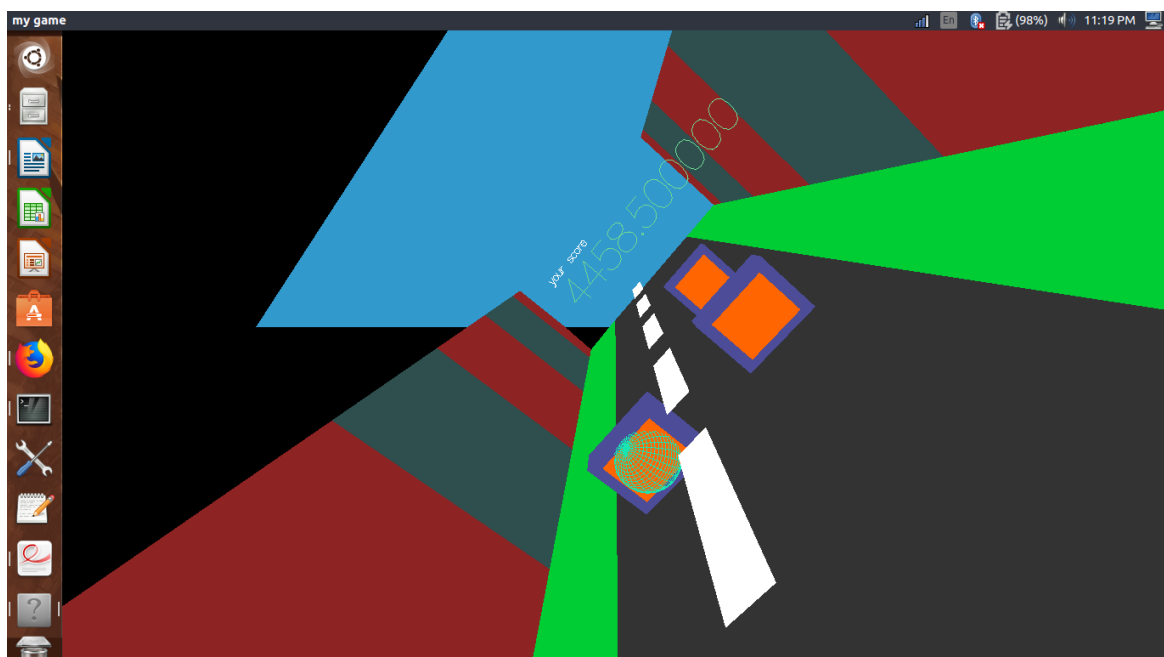
Rotate camera by 5 degrees around Y- axis clockwise(about vertical)
key used – 4



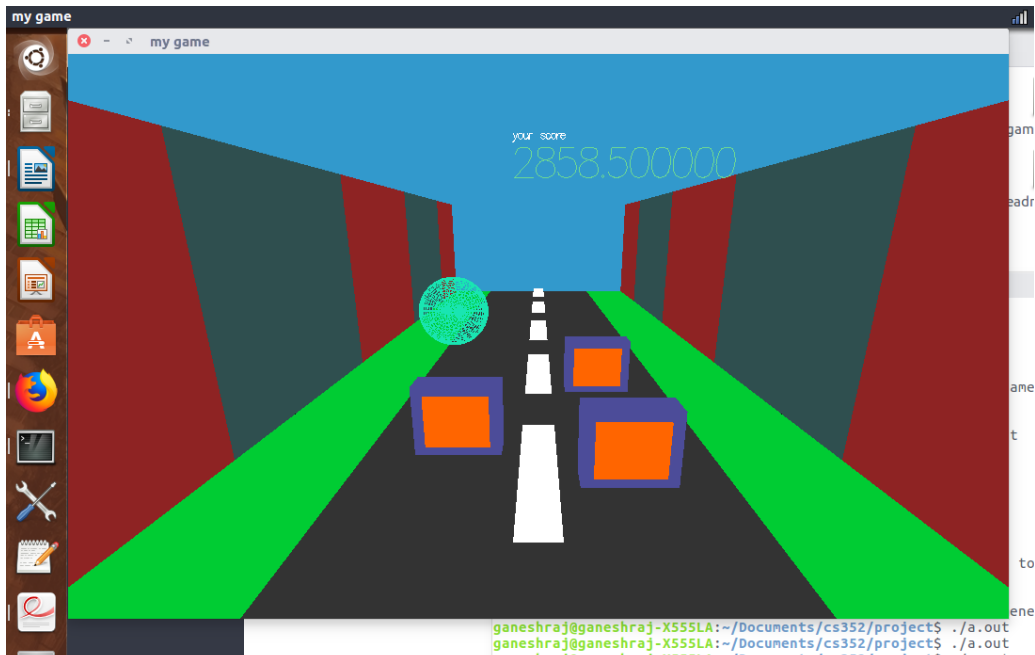
Rotate camera by 5 degrees around Z- axis clockwise
key used – 5



Rotate camera by 5 degrees around Z- axis counter-clockwise
key used – 6



Reset all camera angles – press R



Check score- Always visible on screen

Libraries to be included to run the game:

GLUT, GL, GLU, math.

-lglut -lglu -lGL -lm