

Abstract

OpenGL provides a set of commands to render a three dimensional scene. That means you provide them in an Open GL-useable form and Open GL will show this data on the screen (render it). It is developed by many companies and it is free to use. You can develop Open GL- applications without licensing.

Open GL is a hardware- and system dependent interface. An Open GL-application will work on every platform, as long as there is an installed implementation, because it is system independent, there are no functions to create windows etc., but there are helper functions for each platform. A very useful thing is GLUT.

In this project we have concept of transformation and motion in objects we have tried to simulate a game where the player moves from left to right.

When the player moves there are two obstacles which he needs to pass. If he comes in contact with the objects he loses.

To win the game the player has to jump through the obstacles to reach at the right end of the screen.

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