

## **Reach To The Other Side**

This project seeks to replicate a simple game level of obstacles. You are given a player and your task is to reach to the other side avoiding the obstacles. This game seeks to apply the use of Rigid Bodies, Simple animations and particles as well as other topics given through the lectures taught so far in the course. The player is presented with an endpoint he/she is to reach to by walking and jumping. However, as the player gets closer to the endpoint the difficulty increases.

- At base the player is meant to avoid incoming projectiles using the controls (referencing Glut Lecture Note about Input)
- Further movement has the player timings his jumps to avoid boulders swinging left and right to the back and front of the player (referencing Animations Lecture with the use of Kinematics and Dynamics)
- Midway through the level the Players camera perspective will change to a first person perspective. With the perspective changed the Player will now face his previous two obstacles avoiding projectiles and boulders but also quick flashes of light (referencing Particle Systems in Lecture Animation)
- As the player approaches the endpoint a last attempt would be to mess with the users vision changing the color dynamics of the game. The aim is to create the feel of hallucination using colors (referencing Color Representation).

## **Second Proposal**

### **Day and Night in a City**

The goal of this project is to simulate day and night within a small city using minimal character models and objects. It would seek to replicate the daily activities of persons within the city such as persons going to work, the movement and stoppage of traffic at stoplights and the simulation of near misses and accidents. The key with this project is that it aims to do it on two fronts a city at day and a city at night with all of its common occurrences. Replicating a city in its truest sense. ( Raise awareness to what happens at night) Referencing an incident of a ug student being robbed and no one seeking to help the individual. **(Further expansion and insights needed for this project)**

## **Third Proposal**

### **A model of the National Cultural Centre at Graduation**

This project seeks to give a first person perspective of the national cultural centre at a UG graduation. 3D models of students as well as the National Cultural on the outside and inside during graduation. It would seek to carry you inside the Centre and show you the national stage where students would receive their certificates. Using Lighting, music and general particles to replicate the general feel and representation of the spectacle.