

References

Sommersemester 2020

1. I built the following parts from Ben Hide's GitHub project: <https://github.com/benmhide/OpenGL-3D>

The file Textureloader.h, Textureloader.cpp, Objectloader.cpp and Objectloader.hpp: taken completely.

The file Object3D.h and Object3D.cpp: modified to suit my project.

2. Write text 2D

File: text2d.h and text2d.cpp are taken from the following tutorial.

<http://www.opengl-tutorial.org/intermediate-tutorials/tutorial-11-2d-text/>

3. Play song

IrrKlang library and the associated functions are taken from the following tutorial.

<https://learnopengl.com/In-Practice/2D-Game/Audio>

4. Resources for the songs

Song while playing: <https://www.youtube.com/watch?v=wi6sMdO7Jdg>

Sound for endgame: https://www.youtube.com/watch?v=km3_XTle6TA

Sound for left and right movement, jumping: Soundbible.com

I wrote the rules of the game in the file GameRules.txt.

The recording is in the video.mp4 file.