Quest Engine

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Webpage with screenshots and video: quest-graphics.github.io
Code: quest-graphics.github.io

What works

- Complex 3D environment with imported models
 - All models are original
- 3D transformations and camera movement
 - Transformations are handled by the Entity class, which uses the Model class
 - Camera movement is synchronized with the player movement and is handled by the Camera class
- User interactivity
 - Game engine handles input event routing to game objects
- A playable game
 - Controls are WASD for player movement and ↑↓ for camera zoom
 - Walk around, collect coins, score increments
- Multiple lights
- Textures (see sources below)

Extra credit

- Background music
 - DOOM 2016 theme from https://www.youtube.com/watch?v=MunWSqTgQLs

Texture sources

- Stage texture: https://freestocktextures.com/texture/black-wooden-planks,1387.html
- Coin texture: <u>https://freestocktextures.com/texture/glitter-gold-background,1352.html</u>
- Lava texture: <u>https://images-ext-1.discordapp.net/external/TRsW7BhqhRW3UAEfXJsi7AuZC3G_v-5T9MXhoyonabs/https/i.pinimg.com/originals/77/59/26/7759268baebef8d8b258b96682fd2766.jpg</u>
- Eye of Sauron texture:
 - https://images-wixmp-ed30a86b8c4ca887773594c2.wixmp.com/f/8f4523ca-011e-47c2-bab5-412d4885b777/d9f0t6k-7ef4fc3d-8806-408c-8888-3f517391bc90.png?token=eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzl1NiJ9.eyJzdWliOiJ1cm46YXBwOjdlMGQxODg5ODlyNjQzNzNhNWYwZDQxNWVhMGQyNmUwliwiaXNzljoidXJuOmFwcDo3ZTBkMTg4OTgyMjY0MzczYTVmMGQ0MTVIYTBkMjZlMClslm9iail6W1t7lnBhdGgiOiJcL2ZcLzhmNDUyM2NhLTAxMWUtNDdjMi1iYWl1LTQxMmQ00Dg1Yjc3N1wvZDlmMHQ2ay03ZWY0ZmMzZC04ODA2LTQwOGMtODg4OC0zZjUxNzM5MWJjOTAucG5nln1dXSwiYXVkljpblnVybjpzZXJ2aWNlOmZpbGUuZG93bmxvYWQiXX0.kvDZtzB_-lJRHdYiZdZO9fmw-Fxu6Y6qj88idP2ec68