

# Twilight Descent: From Dawn to Dread Game

## Graphics Project

### Project Proposal Report

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# WORK LOAD

The board consists of six columns:

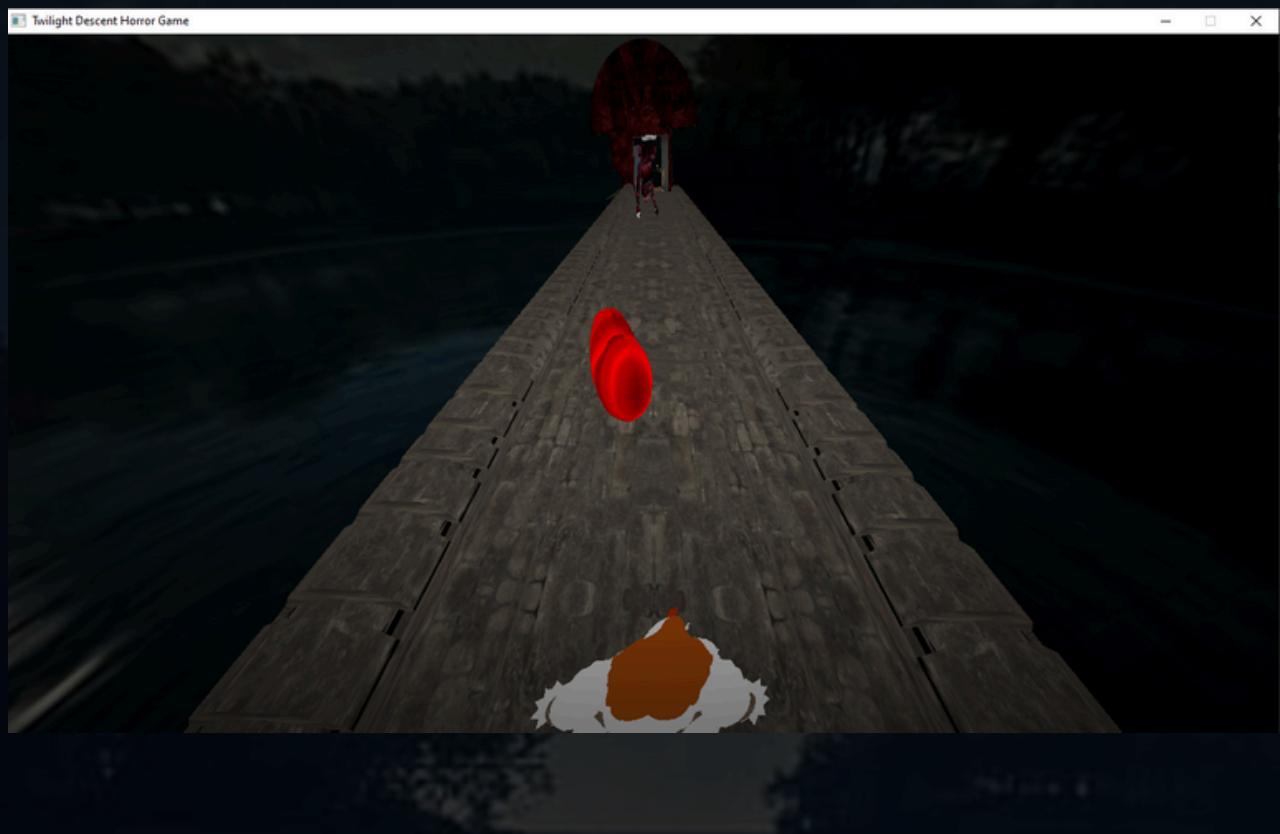
- Proposal(S Salma) w6**: Contains cards for 'Deadline 20/3', 'Game idea:Twlight Descent', 'Repo Fixing', and 'phase1'. A plus icon '+ Add a card' is at the bottom.
- Phase1 Group1 d w6**: Contains cards for 'Shader Program m (SALMA)', 'Mesh (Shader) m (Youssef)', 'Computer Graphics tutorial Eng.Yehia.Zakaria', 'Week 7 YouTube', 'Material (Shader, Pipeline, Texture, and Sampler) hard (Mohammed)', and 'Entities Material & Transform (Organizing system) hard (Salma)'. A plus icon '+ Add a card' is at the bottom.
- Phase1 Group2 d w7**: Contains cards for 'Computer Graphics tutorial Eng.Yehia.Zakaria', 'Week 7 YouTube', and 'Transform (mesh) h (Mohammed)'. A plus icon '+ Add a card' is at the bottom.
- Phase2(W10-w 14)**: Contains cards for 'Lighting', 'Computer Graphics tutorial Eng.Yehia.Zakaria', 'week10 YouTube', and a plus icon '+ Add a card'.
- Completed/Phase1**: Contains cards for 'Project Proposal(Salma)', 'Shader(Salma)', 'Mesh(Youssef)', 'Pipeline(Salma)', 'Transformation(Mohammed)', 'Texture(Youssef)', 'Sampler(Salma)', 'Material(Mohammed)', 'Entity system(Salma)', 'Forward Render(Youssef)', 'Sky Rendering(Forward Renderer) (Abdelrahman)', and 'postprocessing (Forward Renderet, Texture ) (Abdelrahman)'. A plus icon '+ Add a card' is at the bottom.
- Phase2**: Contains cards for 'All 3D MODELS and their textures(Salma)', 'lighting( Mohammed)', 'Lit material (Mohammed)', 'Postpreprocess effect(Abdelrahman)', 'Scenes(Abdelrahman)', 'Collision Control(Youssef)', 'Player Control( Salma)', and 'Playstate(Abdelrahman)'. A plus icon '+ Add another list' is at the top right.



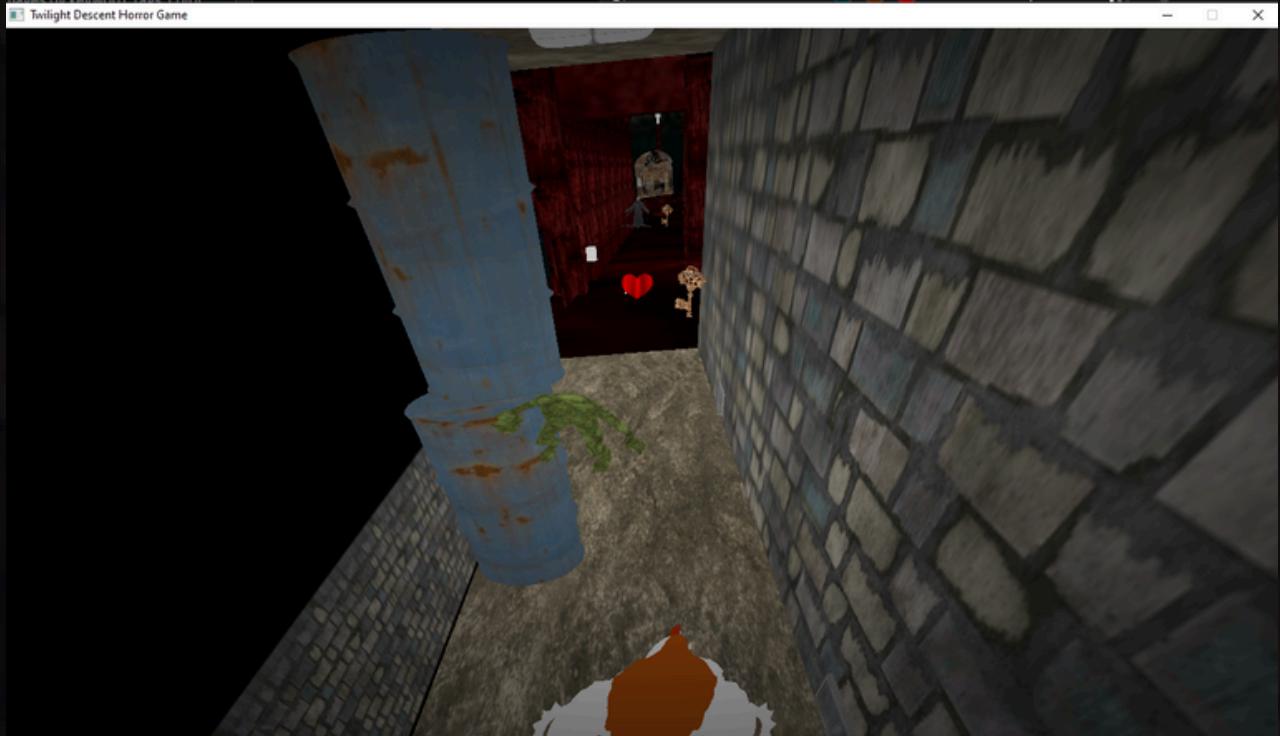
# MENU STAET



# STAGE1



# STAGE2



# STAGE3



# WINNING/LOSING

