

# Team 12

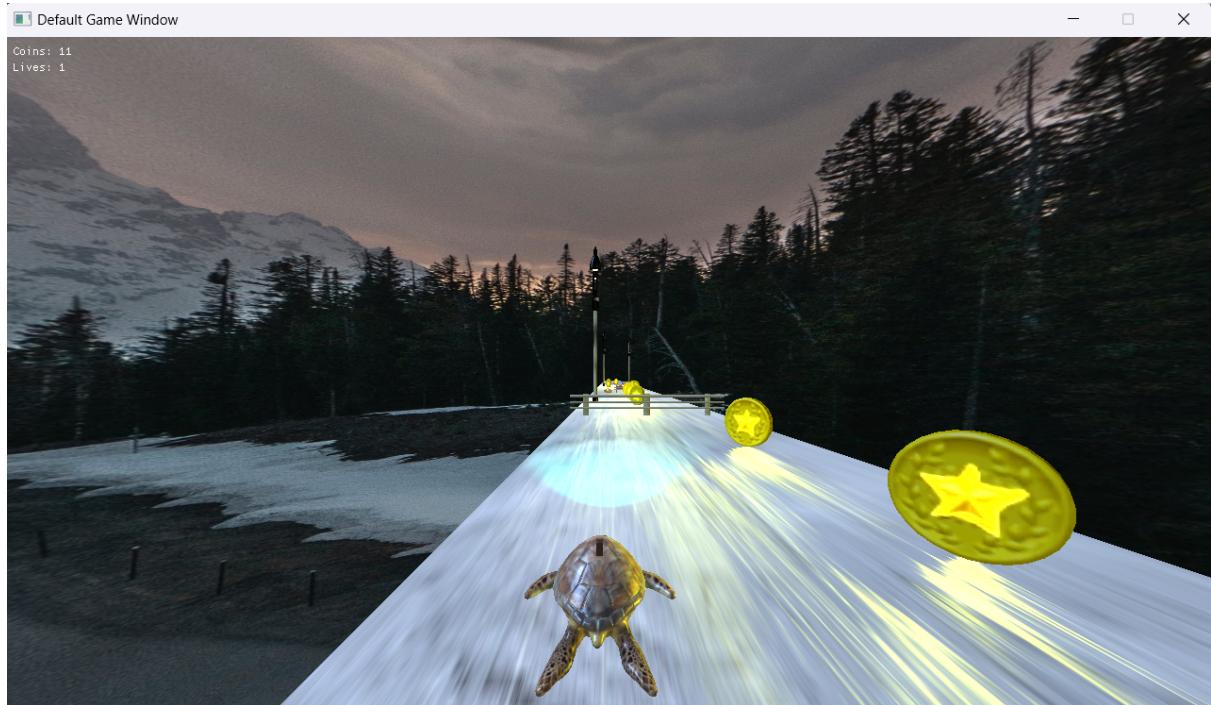
Name	Sec	BN	ID
Doaa Magdy Ibrahim	1	24	9202521
Rufaida Mohamed Sayed	1	26	9202550
Fady Adel	2	6	9203036
Ahmed Atta	1	6	9303139

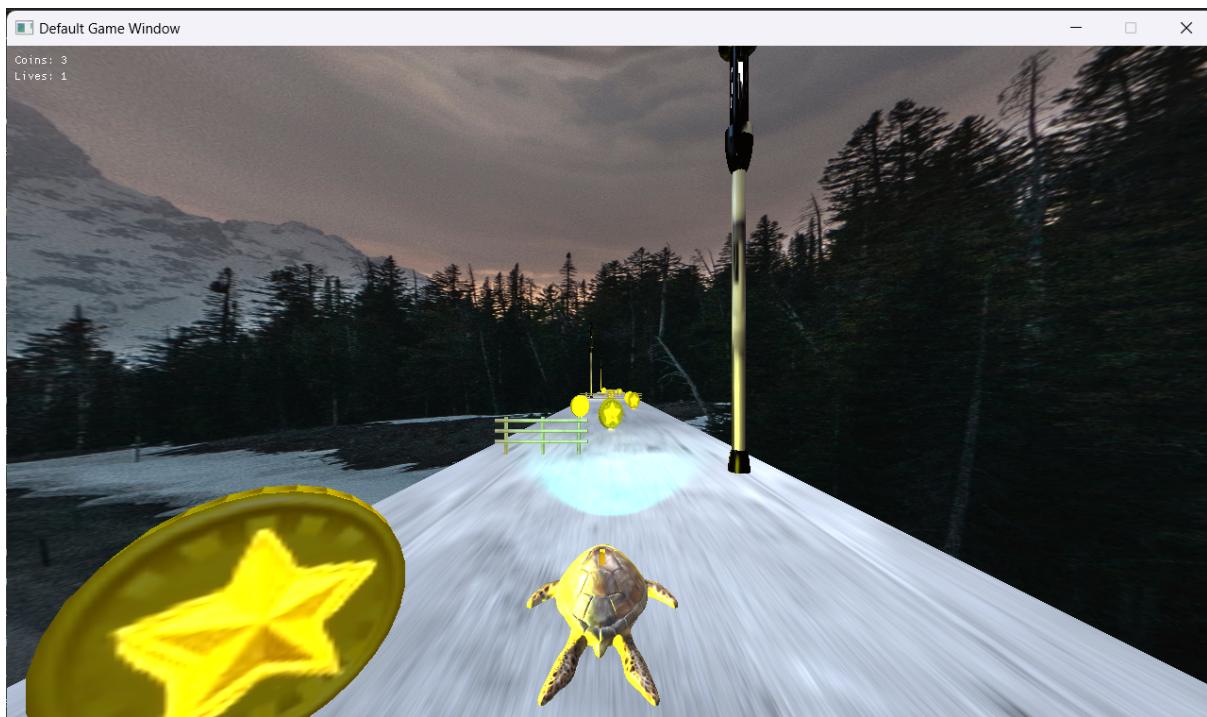
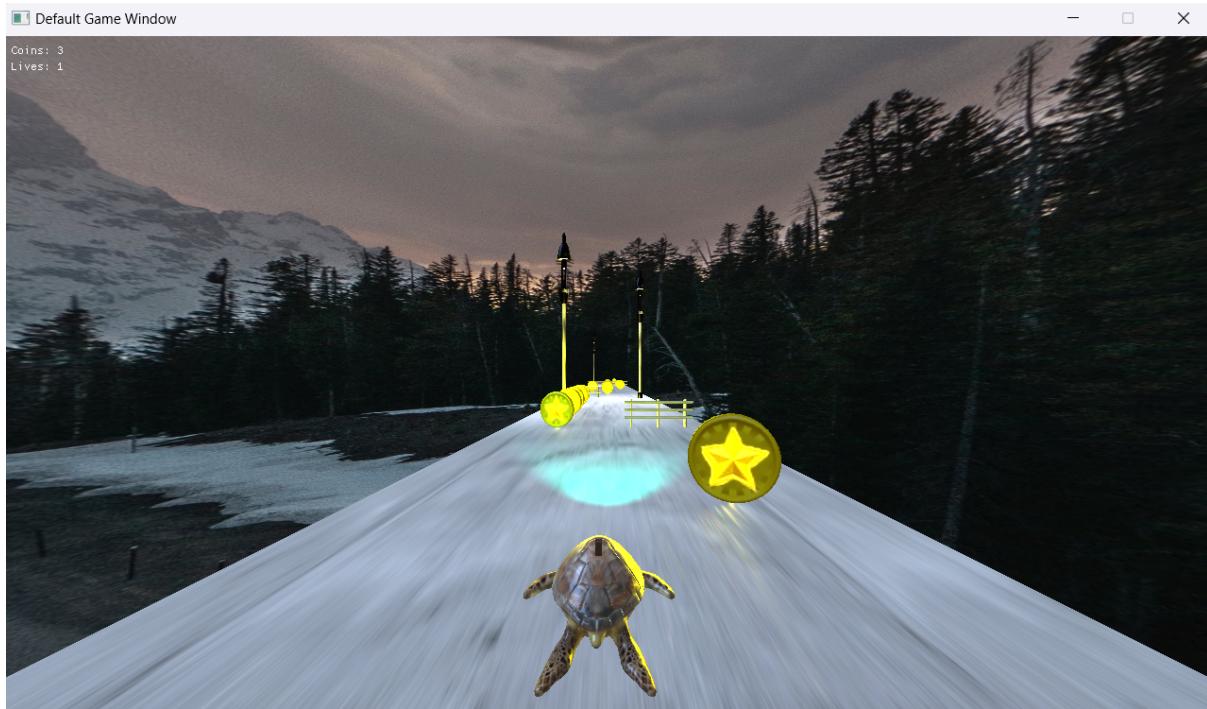
Name	Phase 1	Phase 2
Doaa Magdy Ibrahim	pipeline, ecs, sky	Game Scene, Light frag Shader
Rufaida Mohamed Sayed	shader, forward, sampler	Lighting, adding game lights
Fady Adel	mesh, pp	Post-processing, Camera movement, power-ups
Ahmed Atta	trans, texture, material	Collision, Menu Scene , Game-over scene

## Game Screenshots:

A screenshot showing (directional, spot and point lights), where ⇒

1. Coins have point light (yellow colour)
2. Player with torch contains spot light (blue colour)
3. Directional light (has the direction  $((2)^{0.5} / 2, -(2)^{0.5} / 2, 0)$  (like moonlight)
4. Light pole contains point light (white colour)





## Specular Materials

Monkey with high specular (white)



Box with no specular (black)

