

# Astrodger

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Computação Visual

20/12/2020

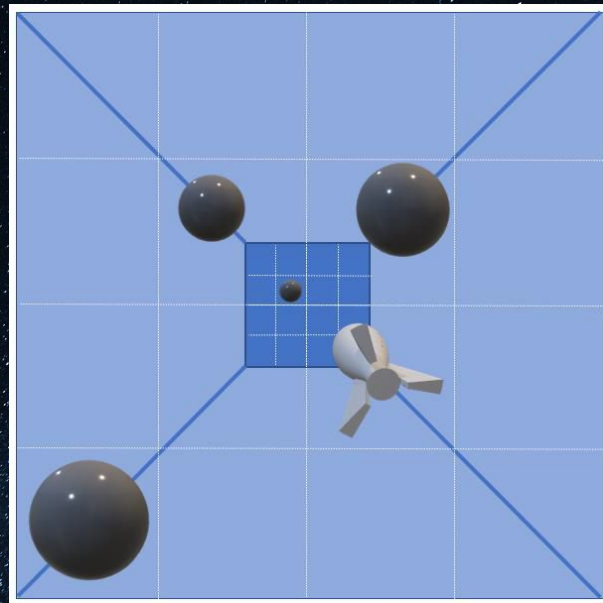


universidade  
de aveiro



# Introdução

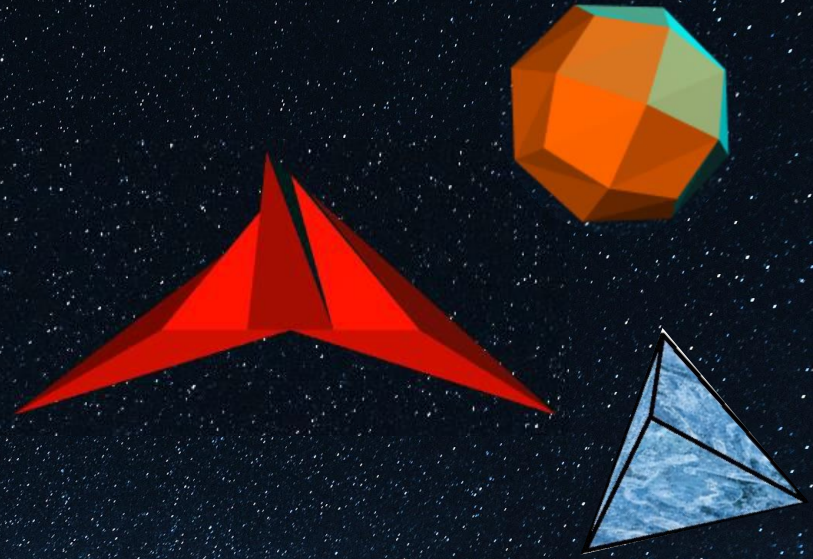
- Espaço
- Nave
- Asteroides
- Colisões
- Níveis





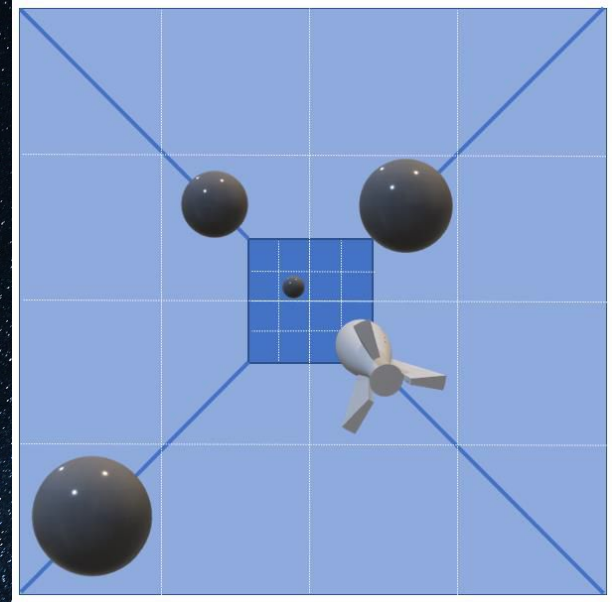
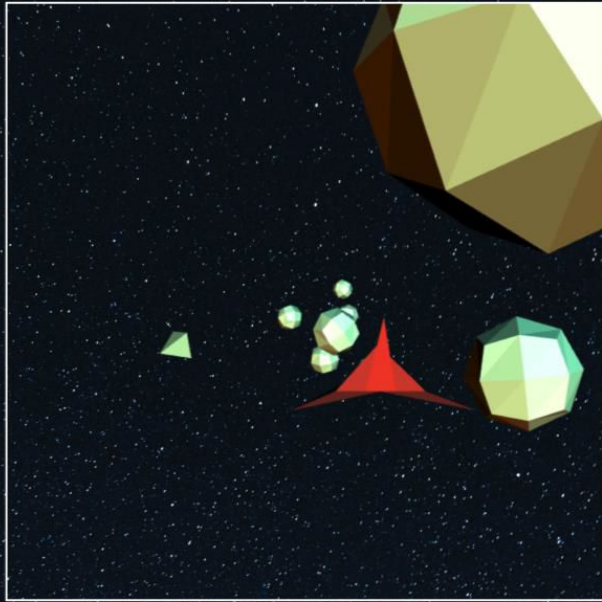
# Modelos 3D

- Nave
- Asteroides





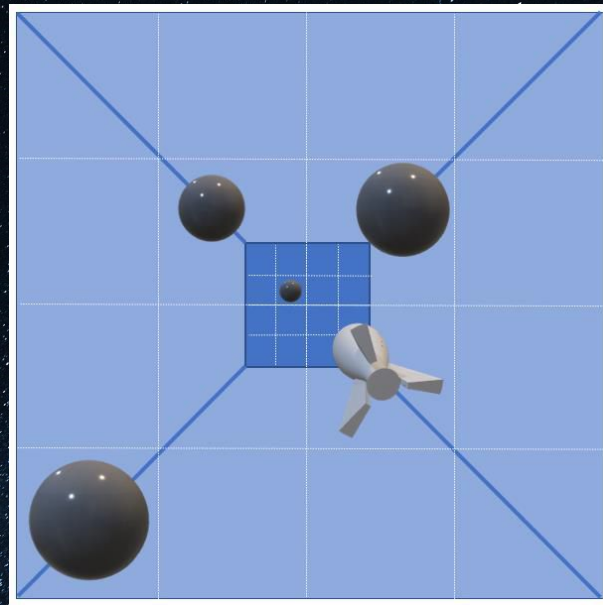
# Movimentação e Colisões





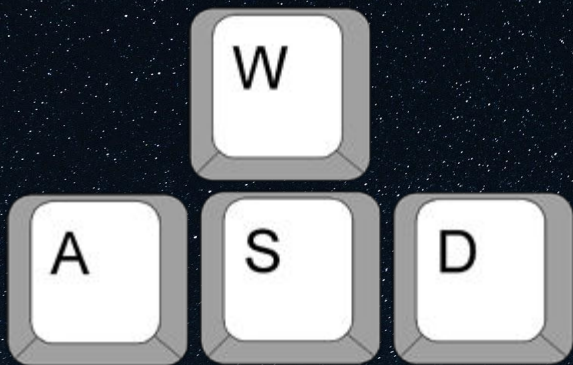
# Spawn de Asteróides e Dificuldade

- `getFreeIndex()`
- `spawnCount`
- `spawnTop`
- `asteroideSpeed`





# Controlo





# Illuminação

