

ABSTRACT

OpenGL provides a set of commands that allow us to render three-dimensional screens onto a window, and since the code is licence free, it is free to be used for any applications without a licence.

OpenGL is system dependent, which uses a pre-installed interface on most computers to ensure that the code will be able to run on any system that has said interface. Since it is system dependent, GLUT provides a way for it to be system independent.

The project involves state, transformations and collision detection, the main goal is to fly as far as possible without crashing.

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RUSHYANTH S (1CR17CS117)
ROHIT B (1CR17CS113)

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