



Graphics Project Phase 2

Team: 11

Name	ID	SEC	BN
Asmaa Adel Abdelhamed kawashty	9202285	1	14
Samaa Hazem Mohamed Abdel-latif	9202660	1	32
Norhan Reda Abdelwahed Ahmed	9203639	2	32
Hoda Gamal Hamouda Ismail	9203673	2	34

The contribution of each member:

We were working in pairs in the project, in both phase 1, and phase 2.

Load for Phase 1:

Asmaa && Samaa	Norhan && hoda
2. Mesh3. Transform8. Entities and Components9. Forward Renderer10. Sky Rendering	 Shader Pipeline State Texture Sampler Material Post Processing

Load for Phase 2:

Asmaa && Samaa	Norhan && hoda
Requirement 2: Game	Requirement 1: Lighting

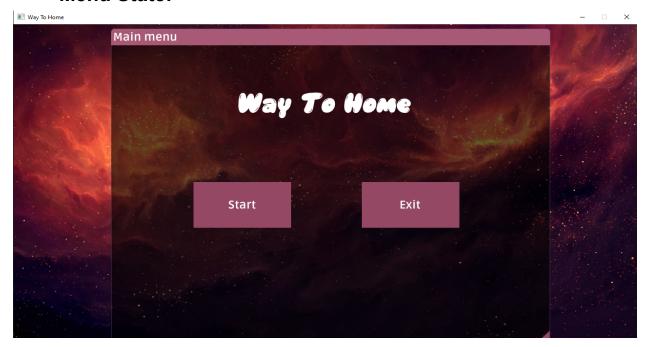
All the team participated in the json file.

Demo Video Link:

https://drive.google.com/file/d/1StUohXMbuYtpmB2A4GGVay2DC 1mSY4UN/view?usp=sharing

Screenshots of the game:

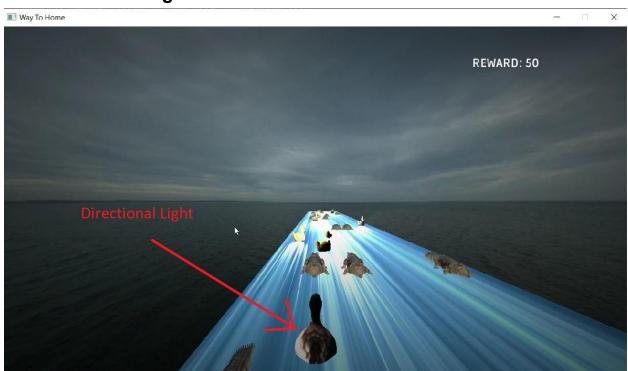
• Menu State:

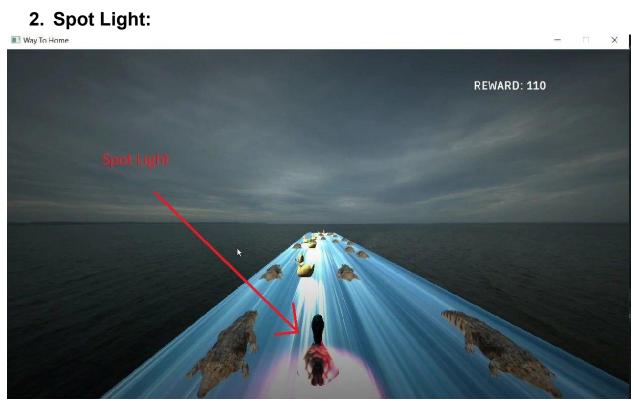


• Game State:

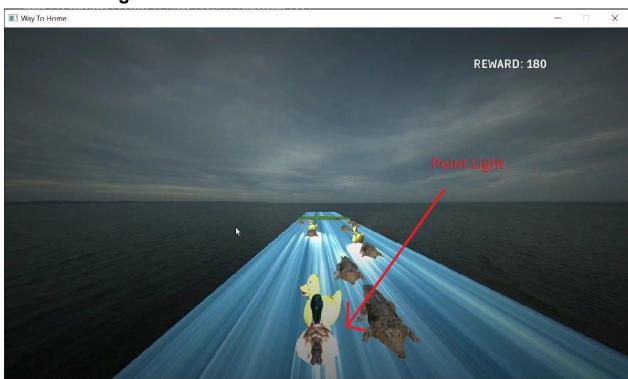
We have all types of light in our game: directional, spot and point.

1. Directional light:



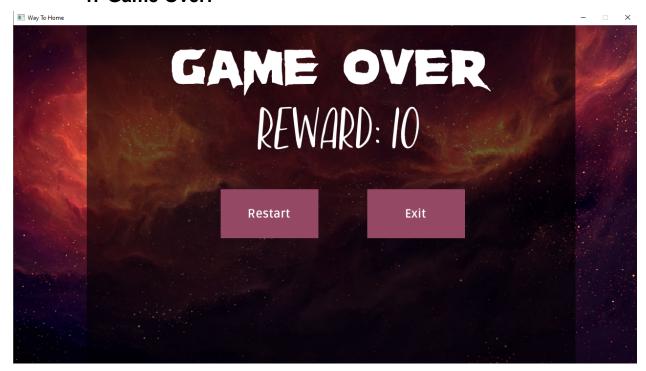


3. Point Light:



• Ending State:

1. Game Over:



2. Winning:

