Project specification TSBK07 Computer graphics

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Project Name
What a wonderful world

Project description
We will generate a . The world is a mountain landscape with peaks and valleys. You should be able to move around using the mouse and keys (as a regular FPS game). You should be able to choose between day and night. Dependent on day and night the light will change and fireflies will appear at night.

Will do features
- Render a world that's appearing infinite by repeating it' s terrain map.
- Player movement restrictions. (Set player hight to interpolated world height)
- Mouse camera rotation
- Moving in the world with keys
- Skybox
- Multi-textures, dependent on height and slope of the world.
- Light sources, specular, diffuse and ambient.
- Choose between day and night
- The light will differ between day and night
- Random generated firefly clusters with constant light

Might do features
- Moving sun/ moon (sunset, sunrise)
- A time aspect that affect the transition from day to night, including light sources and sky/night-box.
- Water in the valleys
- Add objects to the world, i.e trees, animals.
- Moving animals
- Collision handling on player-animals
- Vulcan object with particle system as smoke.