MODULE OVERVIEW

DM2234
3D GAME CREATION

MODULE OBJECTIVES

- At the end of this module, you should:
  - › Create a running 3D game prototype
  - › Create basic 3D collision detection.
  - › Utilise game development technique to optimize the execution of the 3D game prototype.

STAFF

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  - M404
- Tutor
  - Mr. Chin Yong Kian

CLASS DETAILS

- Lecture
  - Every **Friday**, 1:00 PM – 1:50 PM, Asynchronous
- Labs
  - **Lab 1: Thursday**, 9:00 AM – 11:50 PM, N1_507
  - **Lab 2: Wednesday**, 3:00 PM – 5:50 PM, M419

Attendance

- Attendance taken at start of lab session
- Late
  - Will affect your attendance
- **CAP 'D'** if attendance is **less than 75%**

ASSESSMENTS

- In-course assessments:
  - 2 Assignments
    - Individual
    - Submission deadlines: **Week 9**, **Week 17**

ASSESSMENTS

- If you are having difficulties in working on assignments, <u>PLEASE</u> approach lecturers for help
  - You <u>MUST</u> try solving problems yourself before asking for help

REQUIREMENTS

- What you should already know:
  - C++ - class & struct, data structures
  - Mathematics – vector & matrix operations, geometry, collision detection
  - Physics – velocity, acceleration, force
  - Graphics – OpenGL
  - 2D Game Creation – inventory class
- If you have forgotten, PLEASE you MUST revise on them and clarify with your lecturers if necessary