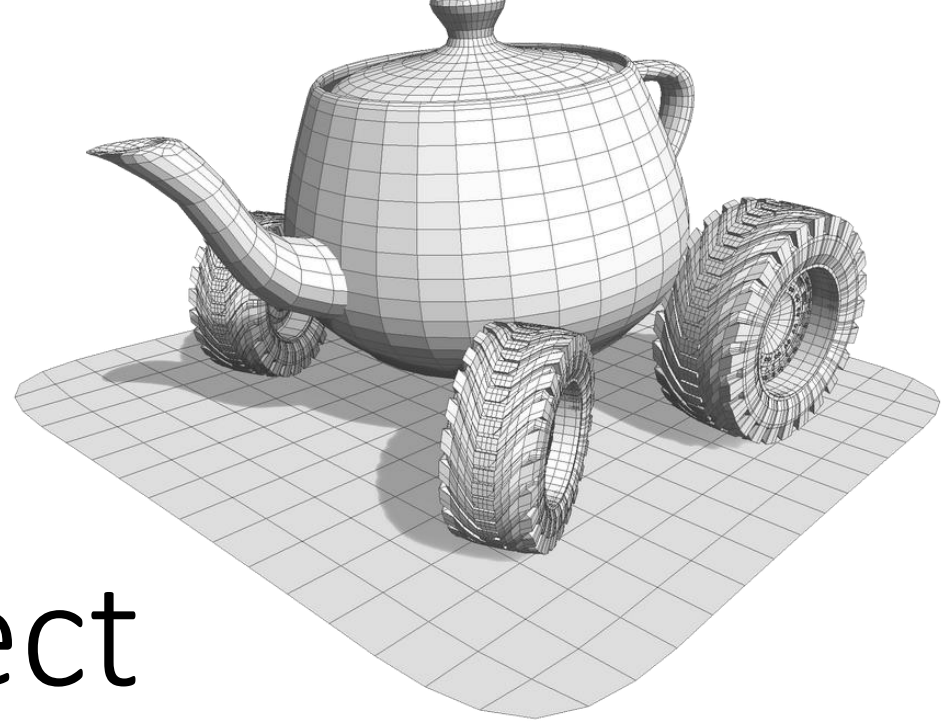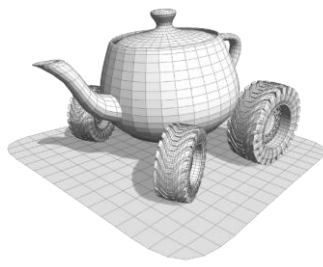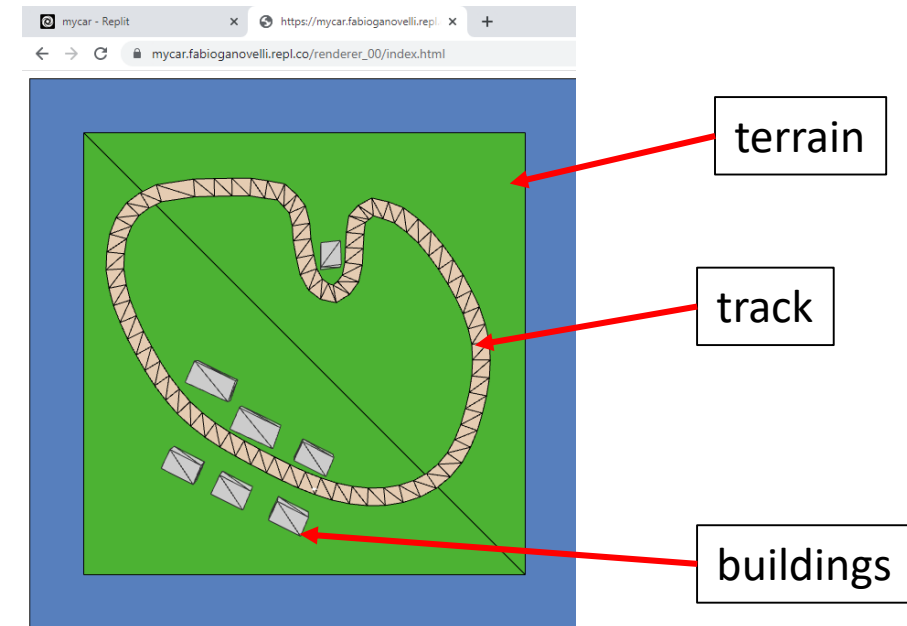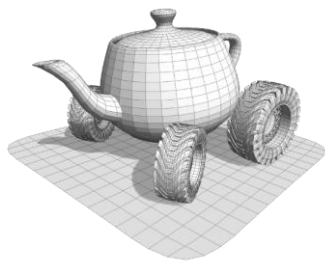# Course project

mycar

mycar

- A bare bone car game for which we must do the rendering part
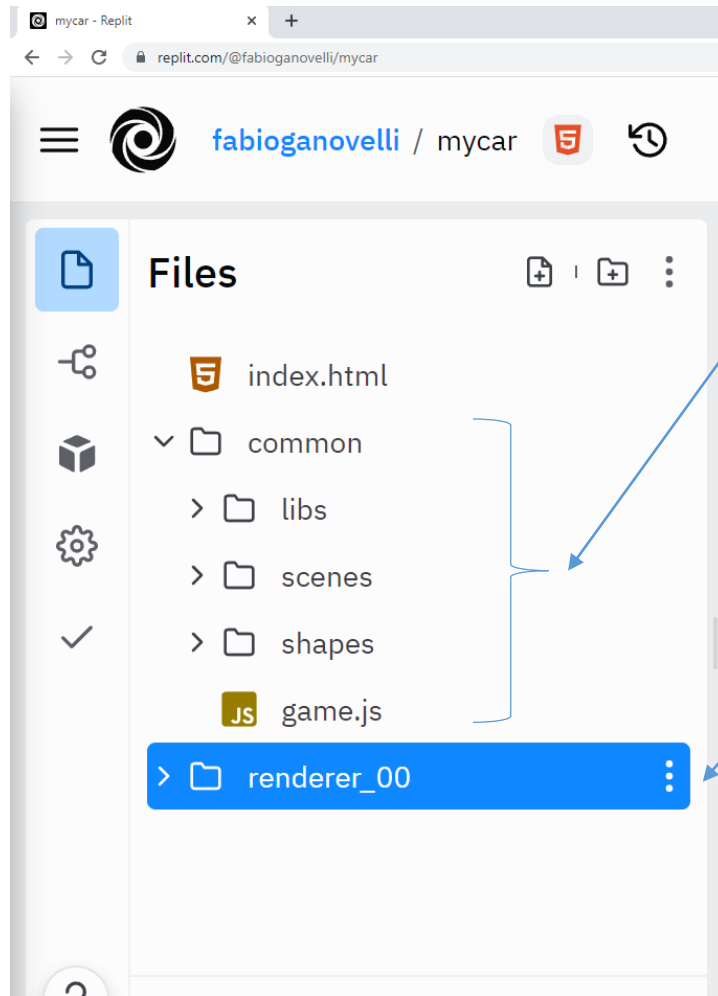- The elements of the scene are given, along with a first rough renderer

Objects

- The object `Game` encapsulates all the necessary information for drawing the scene
  - The cars (1 for now)
  - The ground, the track, the buildings (already rendered), the street lamps, the tunnels, the light in the tunnels, the trees, the sun etc…
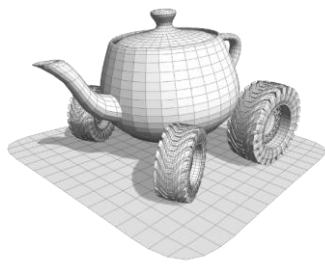
structure

- You don't need to change anything in the folder "common".
- "Common" will be **updated** now and then. You will need to replace your folder with the new one by yourself ☹
  - I'll notify the class when this is required
- It will **always** be backward compatible

Each folder "renderer XX" will contain a renderer with some improvement over the previous version

In the main index page is written what it is expected from the renderer