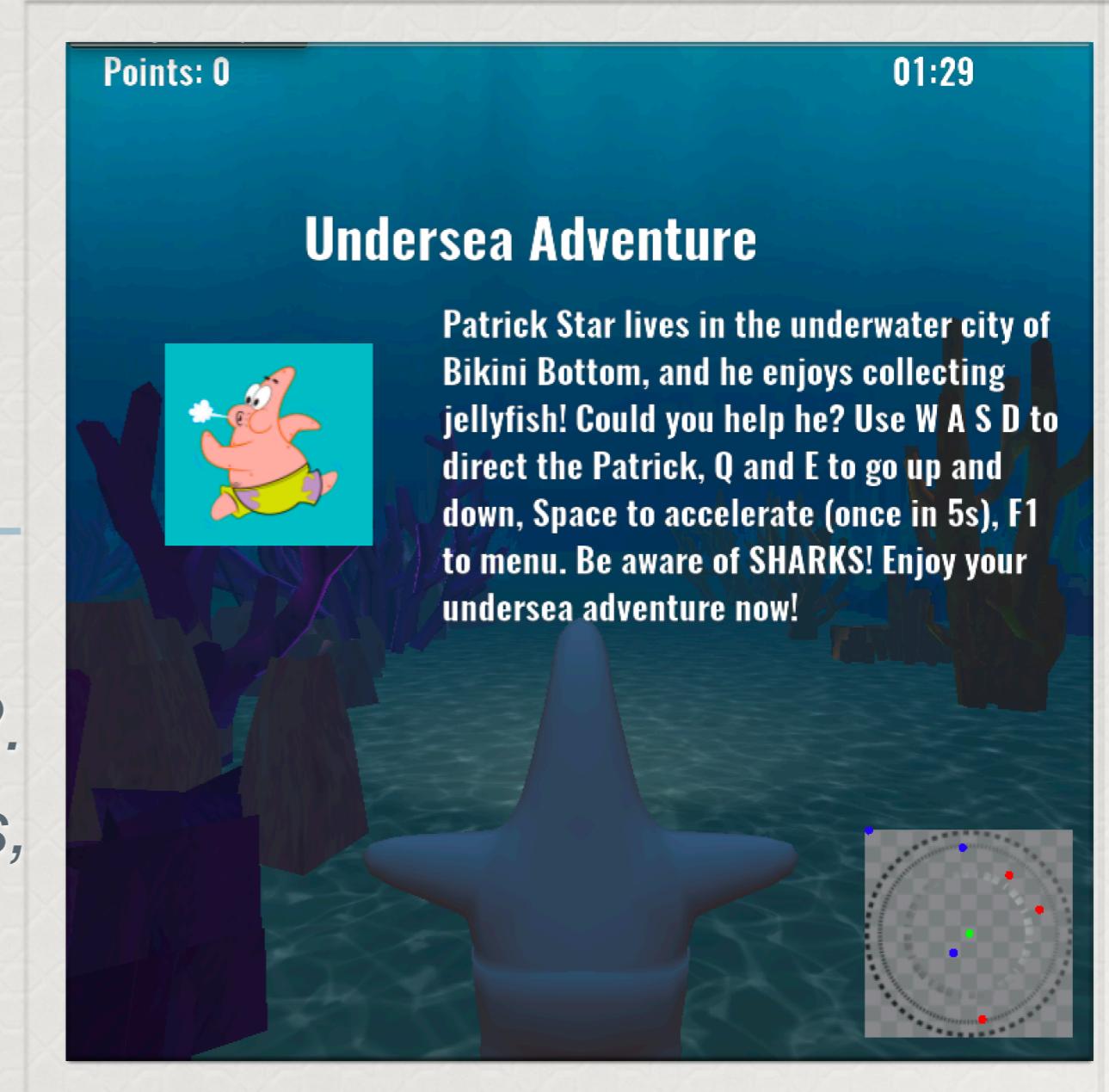


Final Project: OpenGL 3D Game

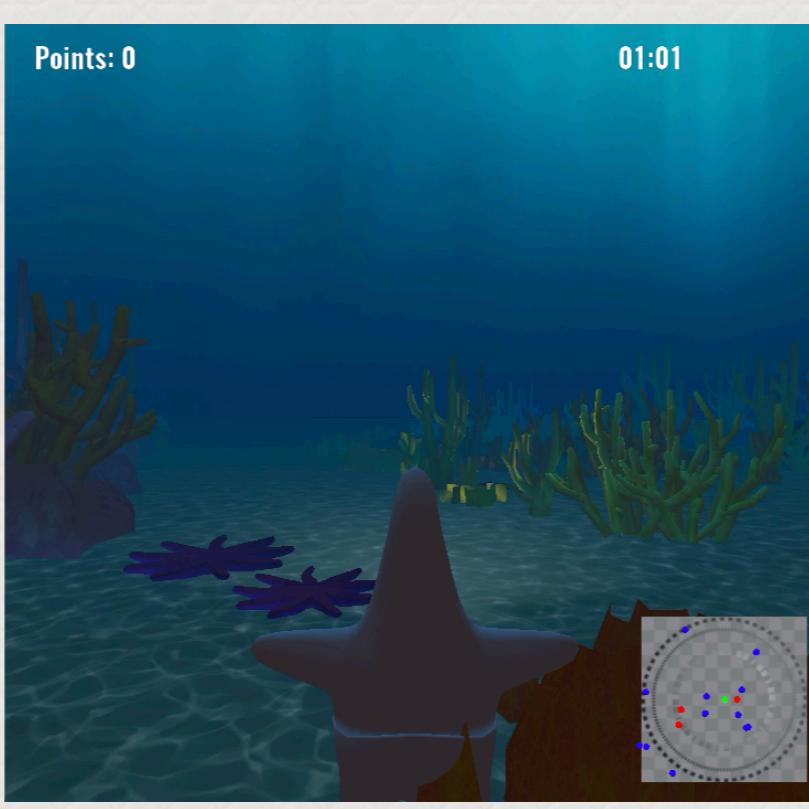
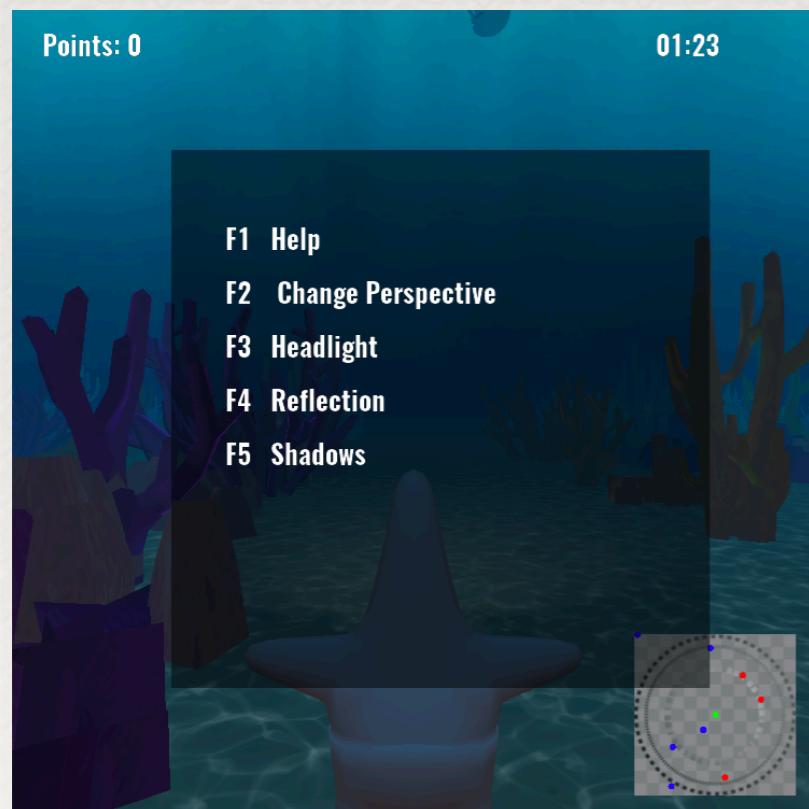
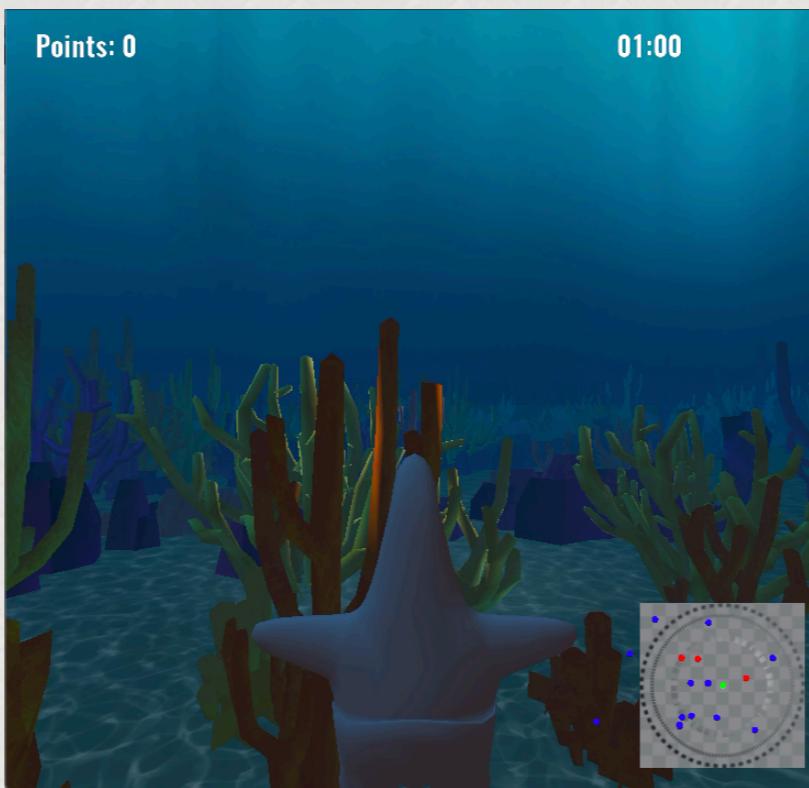
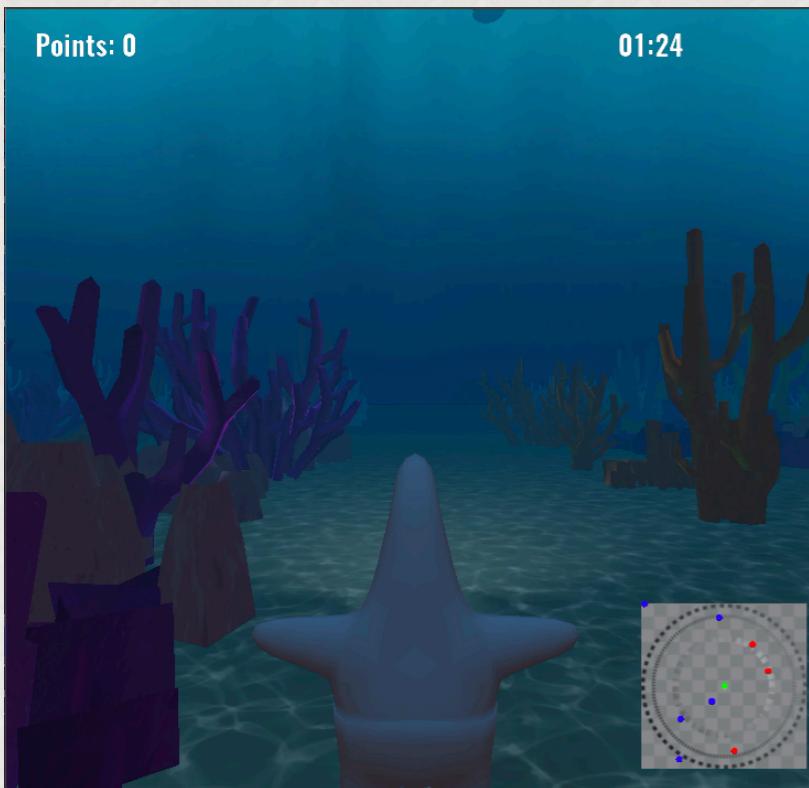
Xuefei Li

Undersea Adventure

A 3D game set under the sea, with OpenGL and SDL2. Collect jellyfish to gain points, Avoid sharks.

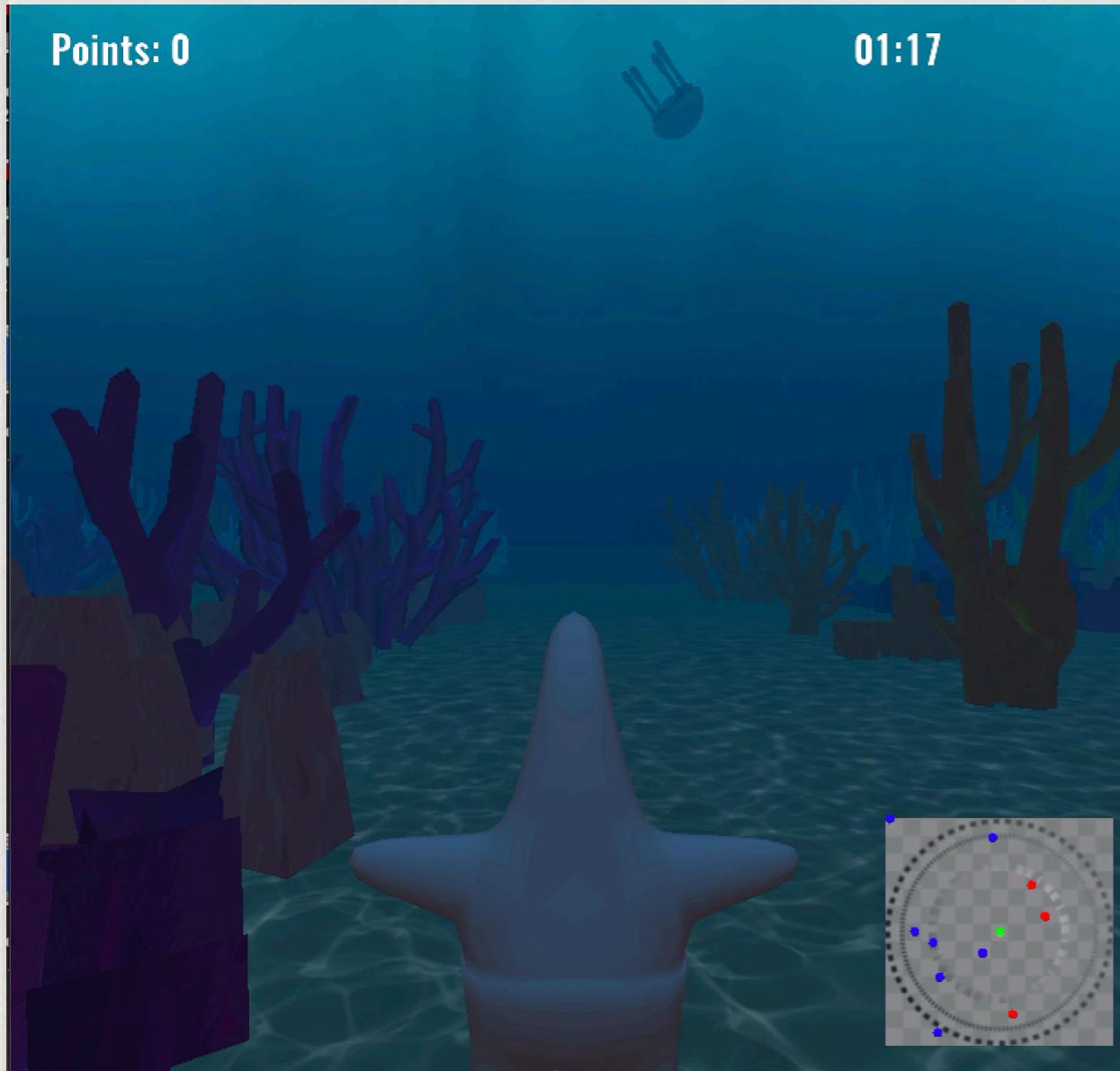


Control

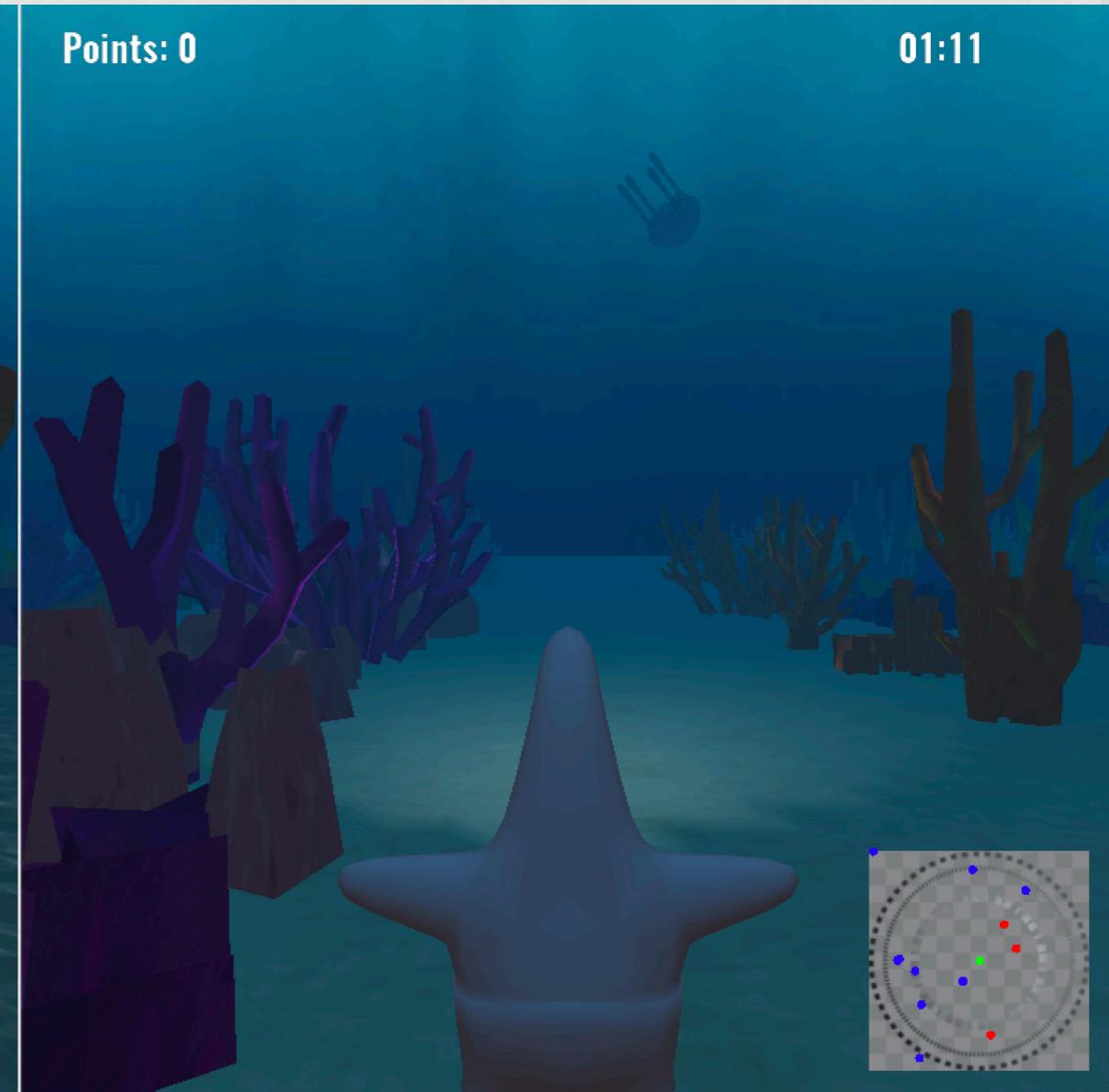


W/A : Right / left
S/D : Forward /
Backward
Q/E : Up / Down
Space : Accelerate
F1 : Help
F2 : Headlight
F3 : Perspective
F4 : Reflection
F5 : Shadow

Disable headlight



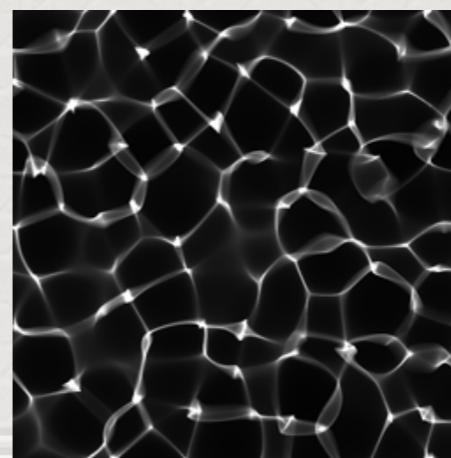
Disable reflection



Special effects:

1. foggy
2. Headlight - spotlight
3. Reflection (caustic)

....



Score

Points: 30

Time left : 00:00-Game over

00:18

TURBO!

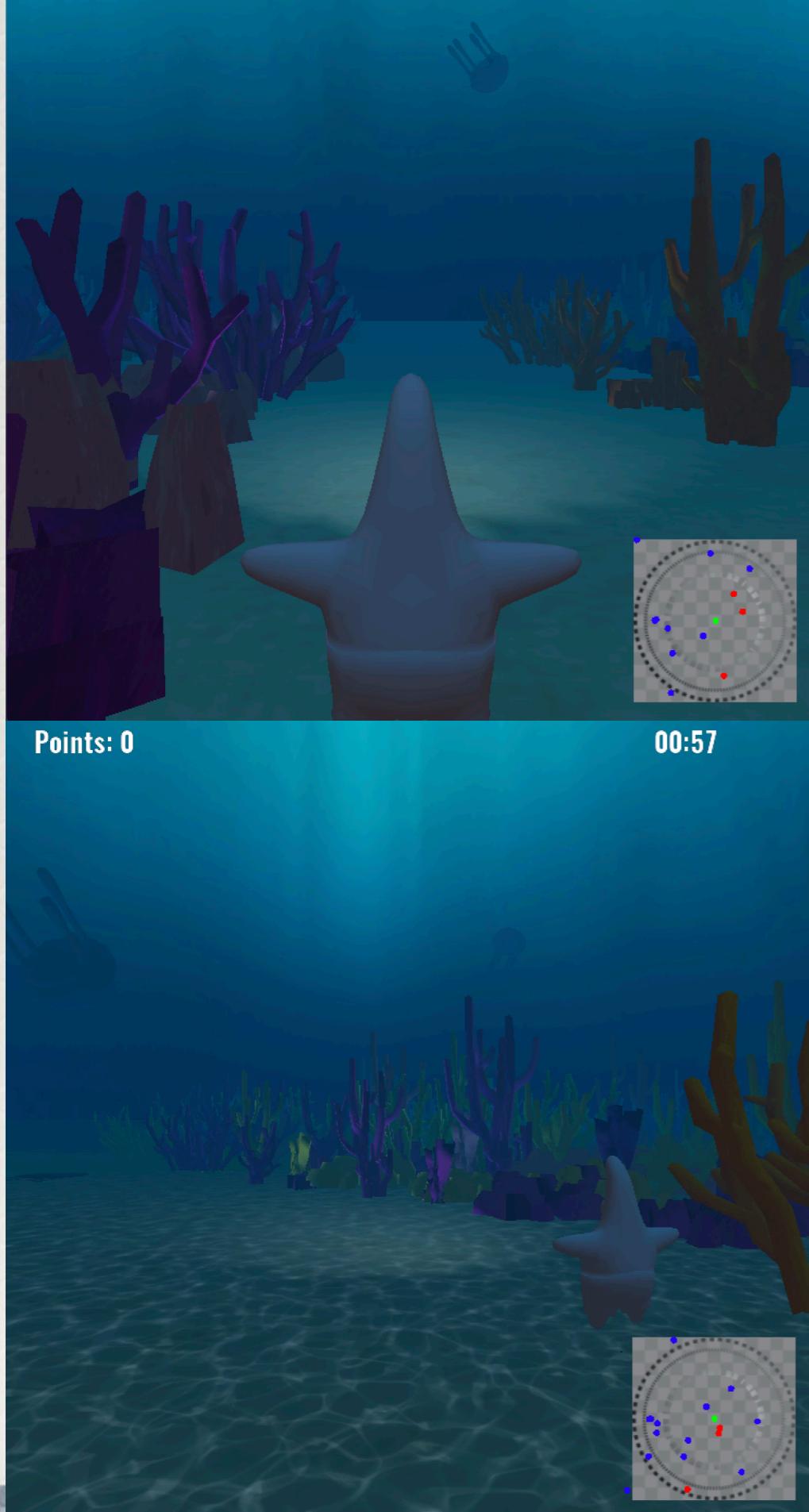
Appears when
accelerations active

Mini-map
- shows position of
jellyfishes(blue), sharks(red)



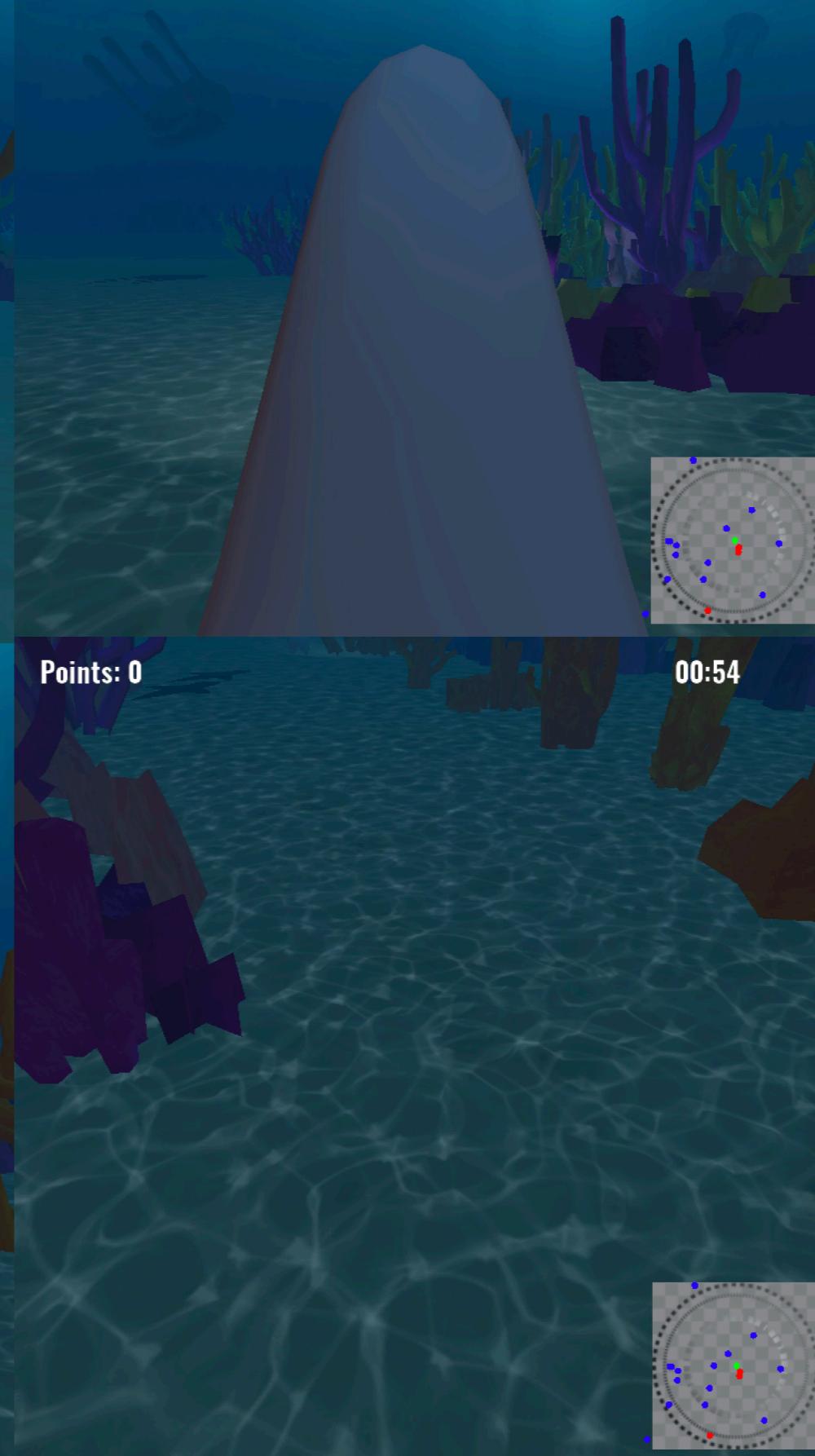
Points: 0

01:11

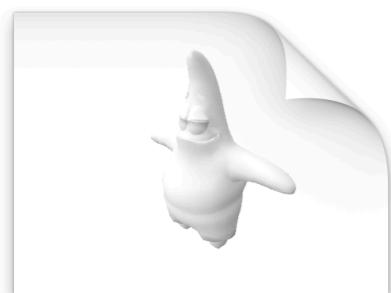


Points: 0

00:55



Change
Perspective



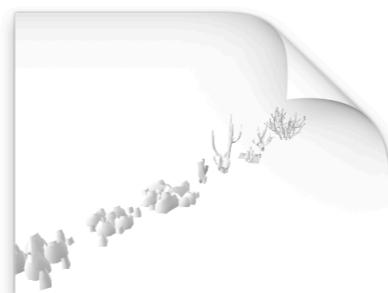
patrick.obj



shark.obj



jellyfish.obj



seaweed00.obj



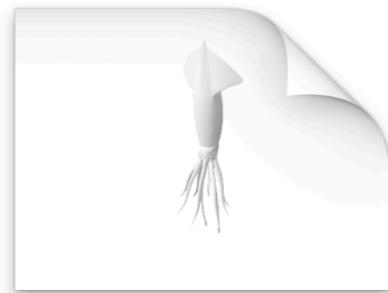
star3.obj



star1.obj



rock.obj



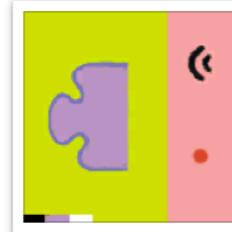
octopus.obj



underwater.jpg



instructor.jpg



patrick_d.png



shark.jpg



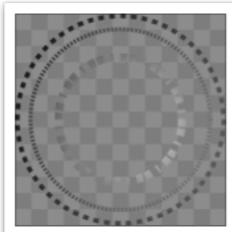
sand.jpg



rock.jpg



jellyfish.png



board.jpg



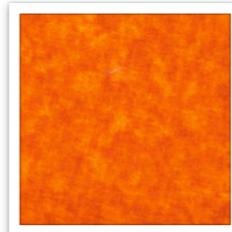
purple.jpg



pink.jpg



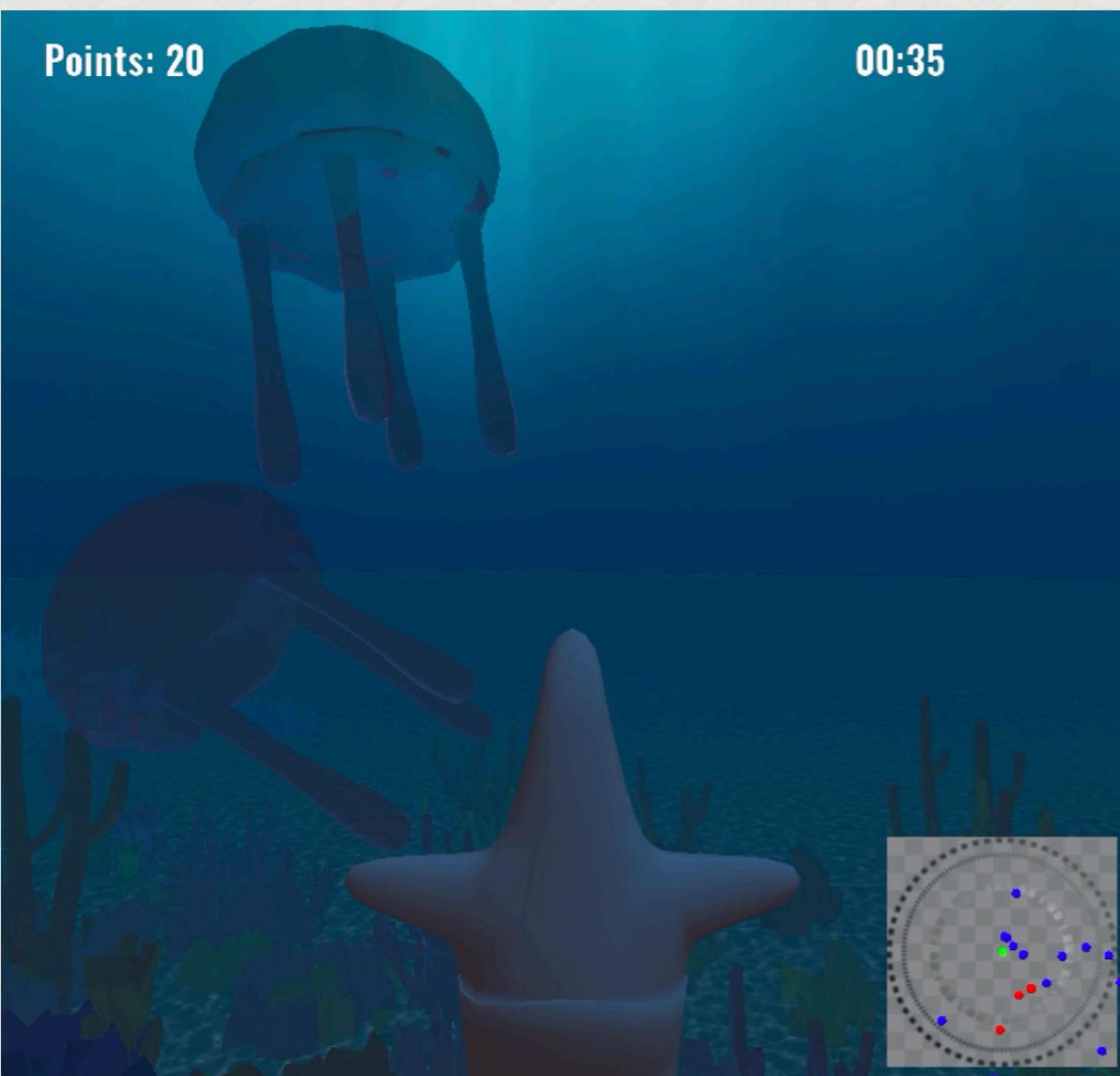
yellow.jpg



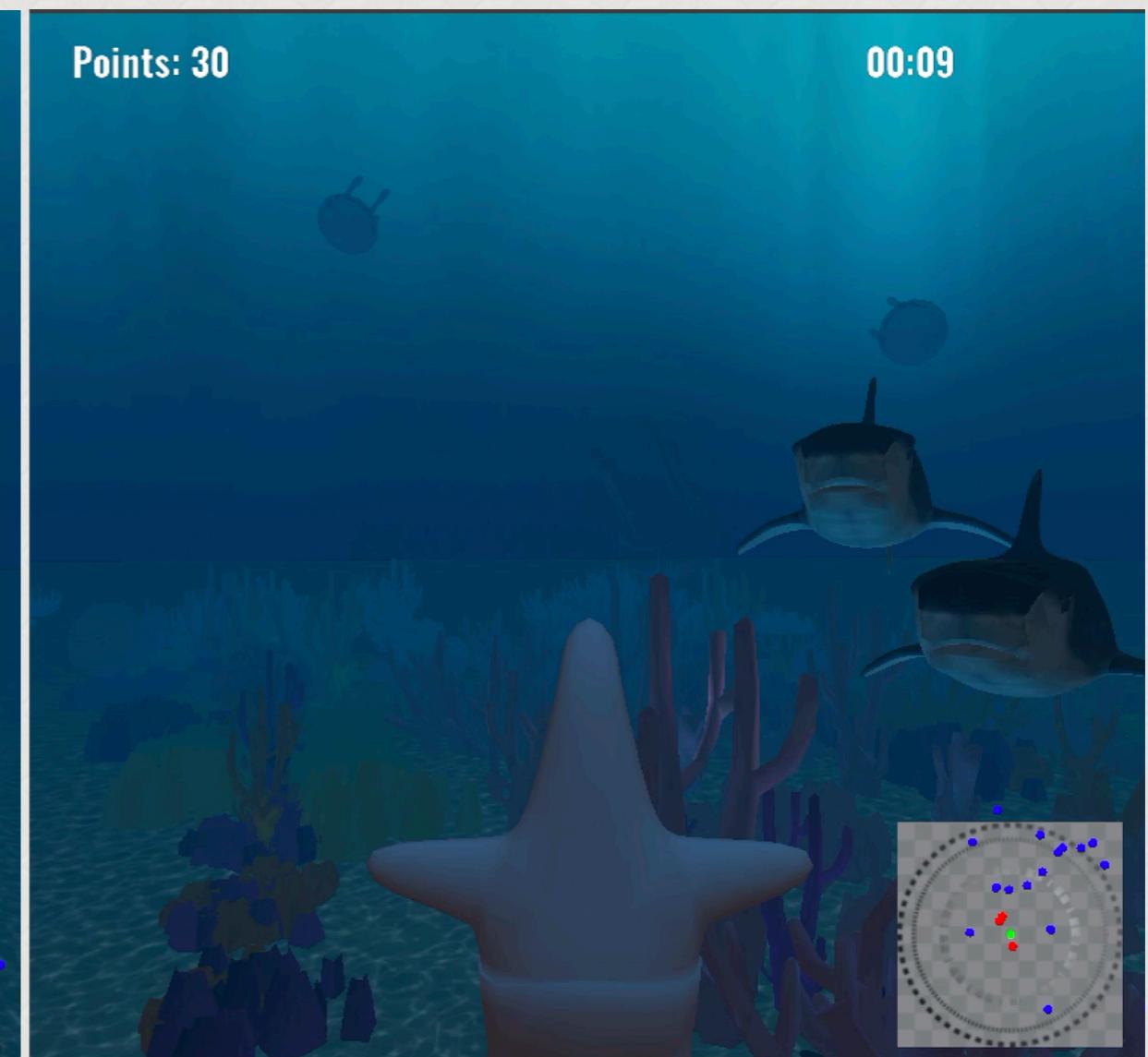
orange.jpg

Objects

Textures



Jellyfish
Generated randomly
Floating at certain speed
Collision Detect - 10 points
Transparent effect



Sharks
Max num 3
Moving towards player
Collision Detect - Game over

GAME OVER

Points: 30

Press **ESC** to exit

Thank you!