

Controls:

WSAD to move looking with camera

space goes up

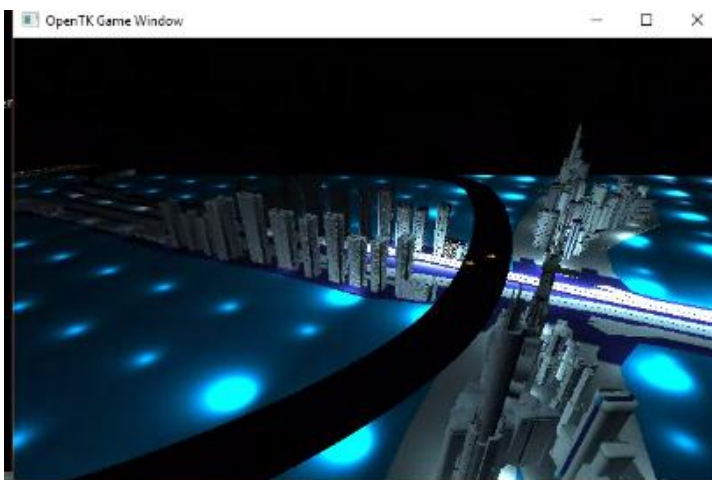
shift goes down

C lock you camera to the "car"(more of a spaceship)

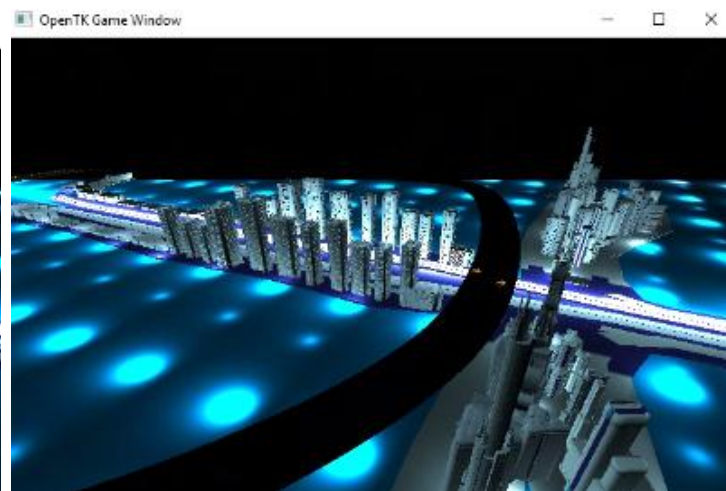
arrow keys to move the car

Our scene

We implemented a City along with a racetrack on with is a car, the racetrack and car are black because we had problems with the lighting. Lights are placed in a grid pattern and during runtime a wave of light will add more lights to the scene.

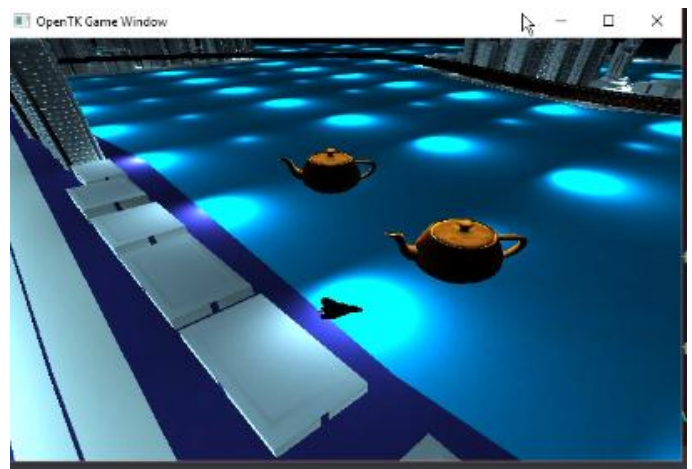
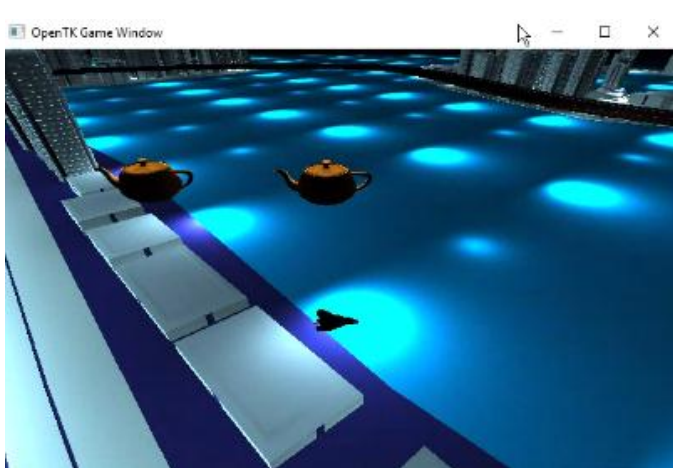


1. The City, the wave of light is halfway.



2. The City, the wave of light is complete.

Above the car we added two teapots that follow the car. One of the teapots spins around the other see the screenshots underneath.

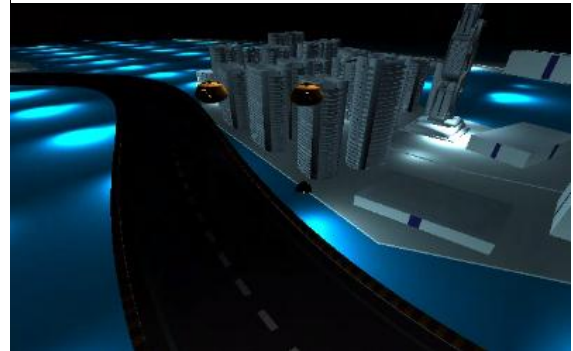


Because we wanted to be able to drive the car we made is so that you can lock the camera to the car using the 'C' button. You drive using the arrow keys.

While not locked to the car you fly around using the WSAD together with the mouse. Space to go up and shift to go down.



3. Camera locked to the car.



The Architecture

To set up the scene we used two lists: one containing the lights and one containing the meshes. Each mesh in the list can have a list of child meshes which themselves can also have child meshes. When we add a mesh we give it a relative location to its parent and a texture. In the game class we will update positions of the camera, lights or meshes and decide whether we want to add more.