Game Development

Midterm Exam

03/29/2020

CSCI 191

Name: _____

ID:_____

Use the given game engine to create the following. Make sure to add appropriate classes if required. Include a text (READMe.txt) file outlining your task and approach.

Submit your complete work as in compressed (zip) file to the link in Canvas. If your program not running in a remote machine you may not get complete marks. Therefore, make sure your program runs without errors. Your creativity will be awarded extra 5 points.

1) Have a rollercoaster cart with animated wheels
2) Make a path by clicking mouse (maximum 6 control points)
3) Make sure the starting point is constant and place where the cart is originated
4) Show dynamic path for the track on clicks
5) Have a start button on right top corner of the screen
6) Move the cart along the path when click start button