Project C: Tank Battle

1. User's instruction:

The goal of this project is to fill the screen with a view that contains
(1) a "floor" grid.
(2) 3 solid, jointed, continually flexing shapes.
(3) one headlight camera, locating in camera point.
(4) one adjustable light source.

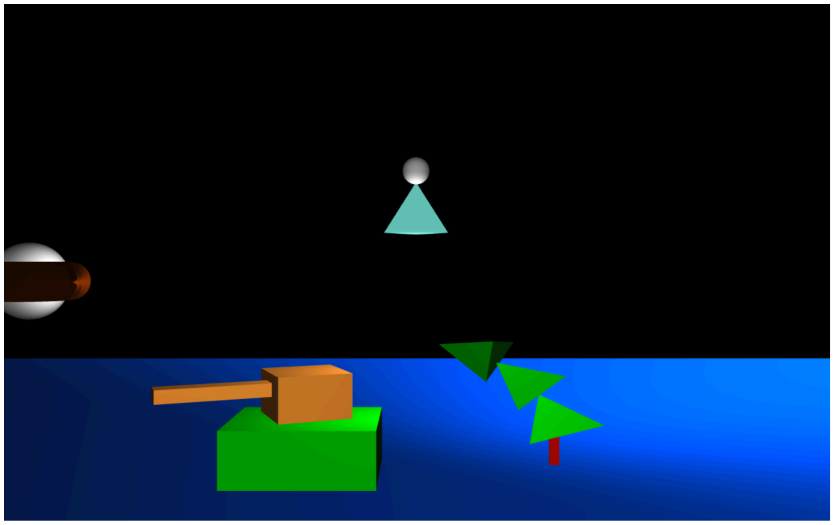
2. Keyboard input control:

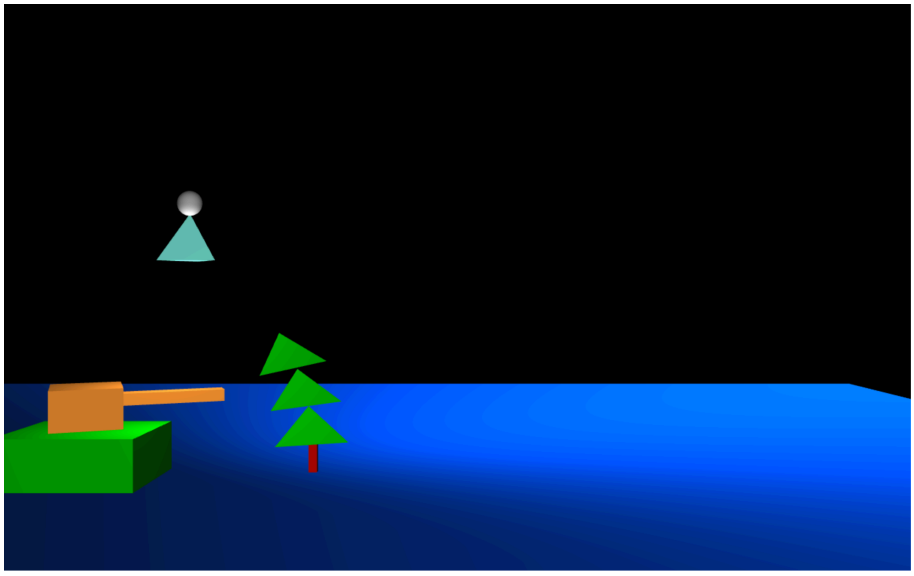
(1) W, A, S, D, Q, E, left arrow, right arrow: move the camera forward, left, back, right, up and down, turn left, turn right.
(2) I, J, K, L, U, O: move the light forward, left, back, right, up and down.

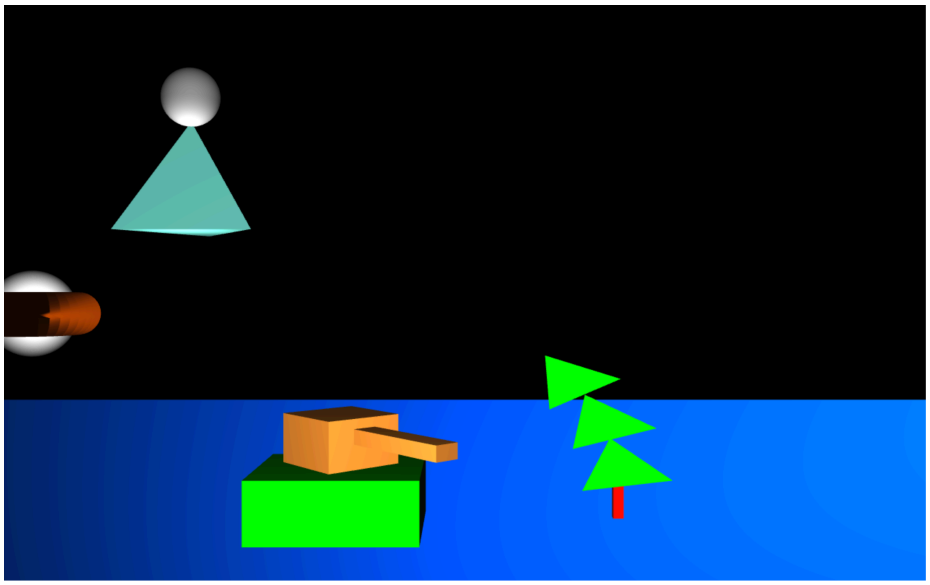
3. Webpage control:

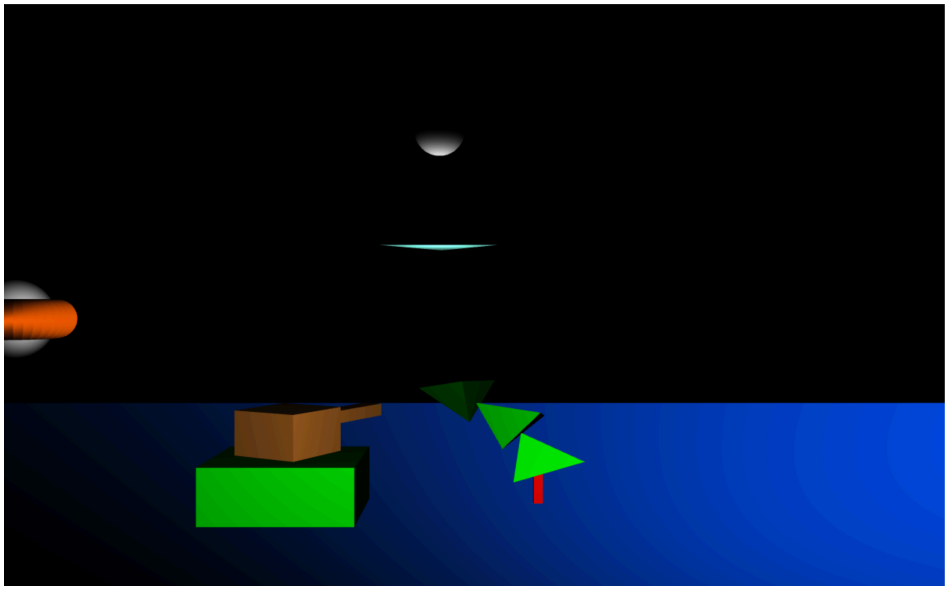
Users can choose different shading and lighting method, can the parameters of ambient, diffuse and specular of every shading. There are two light sources can be selected: one moving light and a fixed one, and users can turn them on/off separately.

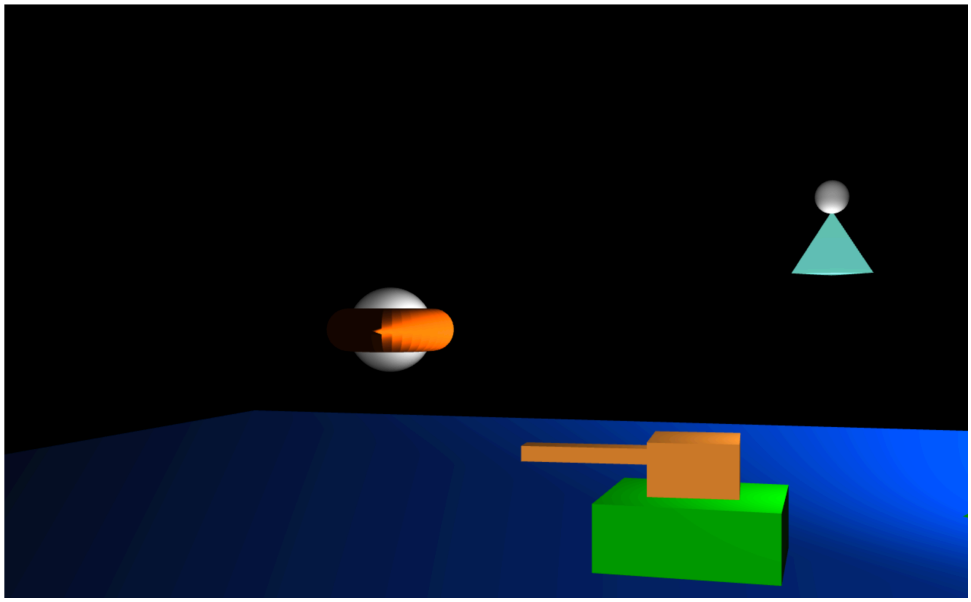
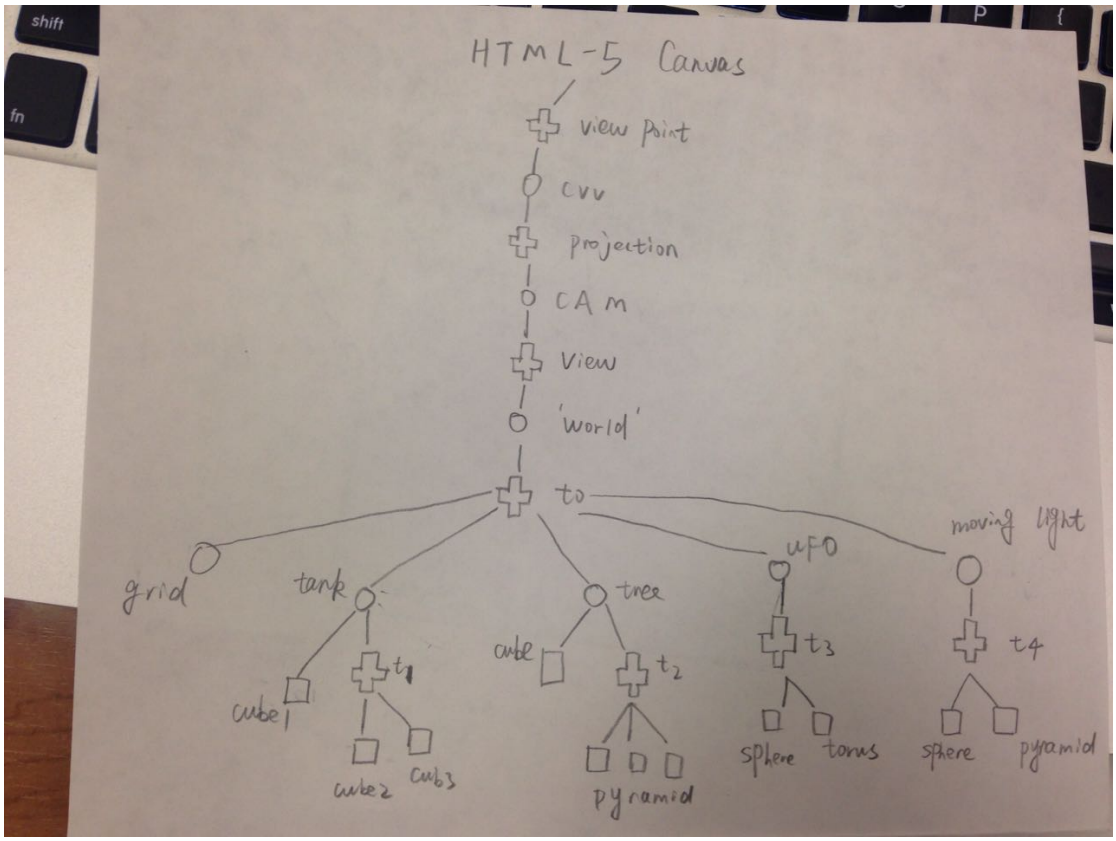
4. Result:











5. Scene Graph: