**Brief description:**

We used OpenGl with C++ to create our game. Functionality like the camera or geometry are separated in their own classes. Main.cpp is just used to set up various things and run the render loop.

**Features:**

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Note: Describe ALL the features of your program so they can be noticed in your game (e.g. spaceship illuminated by directional light source), as well as any additional details, programming tricks and special features (special effects, object loader, …)! What is left out in your documentation is in danger of being overlooked in the evaluation!

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**Controls:**

You control the character with the “A” and “D” key. Pressing “Shift” will increase the movement speed and “esc” will close the game.

**Textured Objects:**

The character, the obstacles and the floor on which you move are textured. Currently the textures are a placeholder and not final.

**Libraries:**

* Assimp: <http://www.assimp.org/>
* GLFW: <https://www.glfw.org/download.html>
* GLAD: <https://glad.dav1d.de/>
* GLM: <https://glm.g-truc.net/0.9.8/index.html>
* Irrklang: <https://www.ambiera.com/irrklang/>