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|  | | Computer Graphics | | | | |  | |
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|  | | Team members | | |  |
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|  | |  |  |  |  | | --- | --- | --- | --- | | Name | Sec. | BN | Code | | Waleed Muhammed Hesham | 2 | 36 | 9203701 | | | Ziad Sherif Muhammed | 1 | 27 | 9202586 | | Abdelhamed Emad Abdelhamed | 1 | 34 | 9202758 | | Zeyad Tarek Khairy | 1 | 28 | 9202588 | | | | | | |

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|  | Work Division | | |  | |
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| |  |  |  |  |  | | --- | --- | --- | --- | --- | | Name | Phase 1 | | Phase 2 | | | Waleed Muhammed | 1. Transformation 2. World & Entities | 1. Frog (Movement) 2. Game Boundaries 3. Detect Collision with Car 4. Detect Sink in Water 5. Game Over (car collision + timeout + water sink) 6. sounds 7. Level 5 (Maze) 8. Post Processing (Distortion Effect) 9. Level Switching Flow | | | | Ziad Sherif | 1. Shader    1. Shader.hpp    2. Shader.cpp    3. triangle.vert 2. Forward Rendered 3. Sky Rendering 4. Post processing    1. forward-renderer.hpp    2. texture-utils.cpp | 1. Collision of Coins 2. End Game State 3. Shaders of Lightning 4. Post Processing 5. Sounds 6. Maze 7. Game’s Timer 8. Winning State | | | Abdelhamed Emad | 1. Shader: 2. checker board 3. color mixer   2. Requirement 4,5 | 1. Rendering Cars Randomly   with two directional roads   1. Lighting component, material   Forward Render system ,  adding light to objects (jsonc)   1. Level 3 | | | | Zeyad Tarek | 1. Mesh requirement 2. Sampler requirement 3. Material requirement 4. Postprocessing shaders | 1. Create Menu    1. Play    2. Exit    3. Sound+    4. Sound- 2. Move the frog with the trunk 3. Adding the water texture and   the trunk 3D model   1. Restarting the level after Game over 2. Pause game 3. Increase and decrease sound level 4. Create level 4 | | |  * **Screens** | | | | |

