

Computer Graphics

Frog Frenzy

Team members

Name	Sec.	BN	Code
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Work Division

Name	Phase 1	Phase 2
Waleed Muhammed	<ol style="list-style-type: none"> 1. Transformation 2. World & Entities 	<ol style="list-style-type: none"> 3. Frog (Movement) 4. Game Boundaries 5. Detect Collision with Car 6. Detect Sink in Water 7. Game Over (car collision + timeout + water sink) 8. sounds 9. Level 5 (Maze) 10. Post Processing (Distortion Effect) 11. Level Switching Flow
Ziad Sherif	<ol style="list-style-type: none"> 1. Shader <ol style="list-style-type: none"> a. Shader.hpp b. Shader.cpp c. triangle.vert 2. Forward Rendered 3. Sky Rendering 4. Post processing <ol style="list-style-type: none"> a. forward-renderer.hpp b. texture-utils.cpp 	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 1. Shader: <ol style="list-style-type: none"> a. checker board b. color mixer 2. Requirement 4,5 	<ol style="list-style-type: none"> 1. Rendering Cars Randomly with two directional roads 2. Lighting component, material Forward Render system , adding light to objects (jsonc) 3. Level 3
Zeyad Tarek	<ol style="list-style-type: none"> 1. Mesh requirement 2. Sampler requirement 3. Material requirement 4. Postprocessing shaders 	<ol style="list-style-type: none"> 1. Create Menu <ol style="list-style-type: none"> a. Play b. Exit c. Sound+ d. Sound- 2. Move the frog with the trunk 3. Adding the water texture and the trunk 3D model 4. Restarting the level after Game over 5. Pause game 6. Increase and decrease sound level 7. Create level 4

- Screens



