CSC 631

Multi-Players Game Design

HW2

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**Goals Accomplish:**

b. Demonstrate that you can add texture and shading effects on the objects in the scene and change them with button clicks.

Using key: 1, 2, 3, 4, 5 to change shading.

c. Demonstrate that your objects can respond to collision (and physics properly) and add special effects as a consequence of collision.

Targets and bullets will have collision effect.

f. A button activates simple character animation

Player can be moved by pushing “W, A, S, D” keys.

g. A button changes shading effect (day to night scene or something else)

I am not very sure what’s the different between this and goal b.

Using key: 1, 2, 3, 4, 5 to change shading.

h. Mouse click picks up an object or creates (instantiates) an object in a scene

Player can shoot along with the cursor. I found the front sign moving along with the cursor is difficult, there are a lot of angle calculation which I still don’t really understand. Honestly, I just copy the tutor’s code for this part.