# COMP5/6400 Programming Assignment 4: 3D Student Center

**Duration:**      **Two Weeks**

**Due Date:**      **Midnight, Wednesday, March 26, 2014**

**Requirements:**

1. The window size should be at least 800x800.
2. The window's title should be "COMP-5/6400 Assignment 4"
3. Create a 3D environment (changing your 2D Student Center into 3D) and place the 3D student from assignment 3 into this environment.
4. Allow the student to move around the environment.
5. Use perspective projection, instead of orthographic projection.
6. Allow the user to move the viewpoint around the environment.

**Description:**

You should create your 3D Student Center based on Assignments 1 & 2. There are usually many people, like students, faculty, staff, and visitors, etc. around the Student Center. Common sense should apply here. You do not need to consider object collision yet (i.e., allow an object, e.g., a student, to move through other objects) at this moment. This problem will be solved in the next assignment.

The design you have from assignment 3 should be enhanced. A user should be able to direct at least one person, e.g., the main student character, to do certain maneuvers.

The design of your interface must be stated clearly in the comments of the source code. Place the comments, in the beginning of your code.