

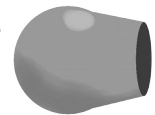
Brick - Plane - Razor

Rock – Paper – Scissors meets Flappy Bird!

- The concept of the game is in essence 'rock-paper-scissors meets Flappy Bird'
 - Rock == brick beats razor == scissors, plane == paper beats brick, and razor beats paper.

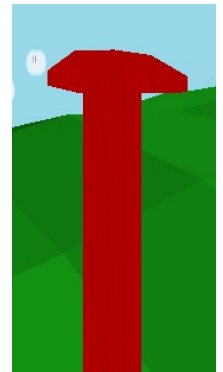


- The 'bird' (== cannon) is a 2d sprite, rotated with rotation matrices to represent the travel direction.

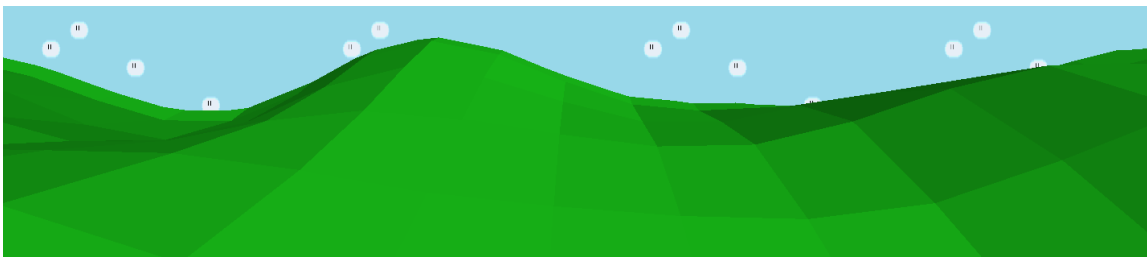


- The bullets are textured quads with changing textures
 - Rotation for the razor and brick, slight 'wobble' for the plane.

- The obstacles are 3d razor models with a colored metal surface texture.
 - Colored to represent a material (red for brick, blue for paper and green for scissors)



- The terrain is generated using a heightmap, generated from Simplex noise
 - Generated on-the-fly
 - Lighted with a diffuse-only Phong model



- The background is drawn full screen with an orthogonal projection
 - The texture is animated with offset texture coordinates to create a parallax effect