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CSCI 4229

Final Project Proposal

**Old Proposal**

For my final project, I would like to make a screensaver animation similar to the pipes that came from Windows 2000 (link below)

Clarification: I do not intend to create an animation with just cylinders or pipes. I added the reference to the Windows pipes to show the style of animation I was hoping to create (like a screensaver). All objects will be built by me and will be irregular 3D objects (such as the L shape from tetris).

Reference: <https://www.youtube.com/watch?v=Uzx9ArZ7MUU>

Goals:

* Build 5-10 of my own unique and irregular 3D objects
* Create a 1-2 minute animation with timed entrances/exits and interactions between my objects and regular ones (cubes, spheres, and cones.)

Stretch Goals

* Make the animation happen and reverse it
* Get all shadows and lights to function properly
* Create a small section that is as if someone is looking through a kaleidoscope

By the progress report I will have:

* Created all my unique objects
* Have a 20-30 second animation ready to be played

**New Proposal**

For my final project, I would like to create an image sliding game.

Example: <https://ruwix.com/online-puzzle-simulators/sliding-15-puzzle/>

Goals:

* Build a 4x4 grid as a game board
* Load a square image and split it into 16 pieces
* Randomize the image locations on the game board and create a puzzle to be solved

Stretch Goals:

* Allow for different difficulties (3x3, 4x4, 5x5 grid sizes)
* Create a menu and allow images to be loaded into the game instead of using stock images
* Include a timer and point system