

---

## Computer Graphics Project CS 352

Aman Verma 170001005

Amanpreet Singh 170001006

# Basketball Simulator

## OVERVIEW

We intend to simulate a basketball court in 3D wherein the user can make shots and we'll have a scoreboard to maintain his score as well as total attempts.

## LIBRARY USED

We are using the **OpenGL** library in our project complemented in **C**.

## FINAL FUNCTIONALITIES

1. 3D effects applicable everywhere.
2. Implemented in a Half-Court
3. 2 types of balls - orange and black. The black ball is heavier and is meant to be a Bowling Ball.
4. Change camera angles
5. Change angle of shooting the ball
6. Active timer
7. Active scoreboard
8. Restart and quit game functions

---

## REFERENCES

1. Open GL documentation
2. Github

## REPOSITORY LINK

<https://github.com/vinashak9/shootit>