

CS 480/680 Final Project

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Overview

- Hangman game logic
- Soft-body rope and person
- Warehouse setting with adjustable light
- Menu system

Game Logic

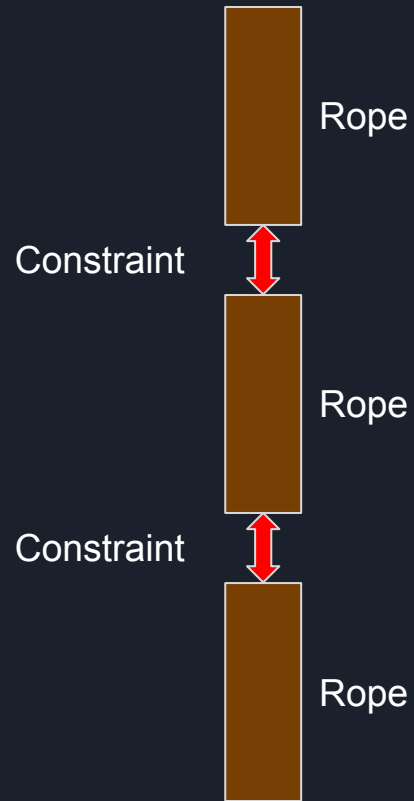
- Dictionary of Words
- Limited Guesses
- Selected Rendering





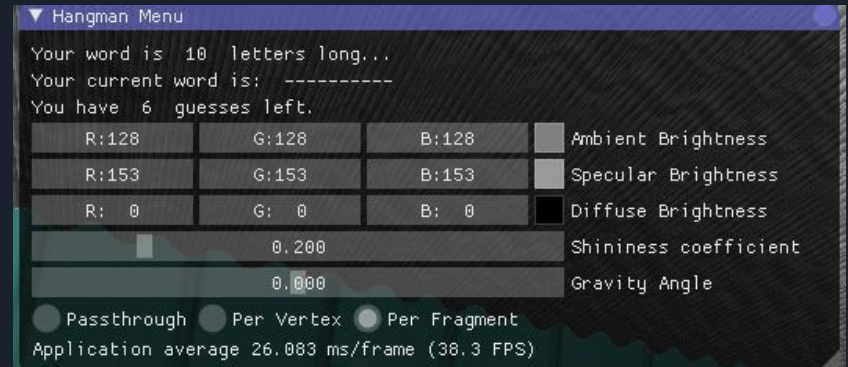
Physics

- "Soft Body" Physics
- Linked Rigid Bodies
- Constraints



Menu & Lighting

- Per fragment and per vertex lighting
- Menu system to change settings
- Displays word





GLUT_Xmu_LIBRARY

Demo Time



Questions