

Forgotten Worlds – Rebooted

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MODELS

The model of the Hero was modified to point the gun towards the front by adding armature along the right hand (fig. 1). The Boss was aligned using Blender and the whip was added in OpenGL (fig. 2).

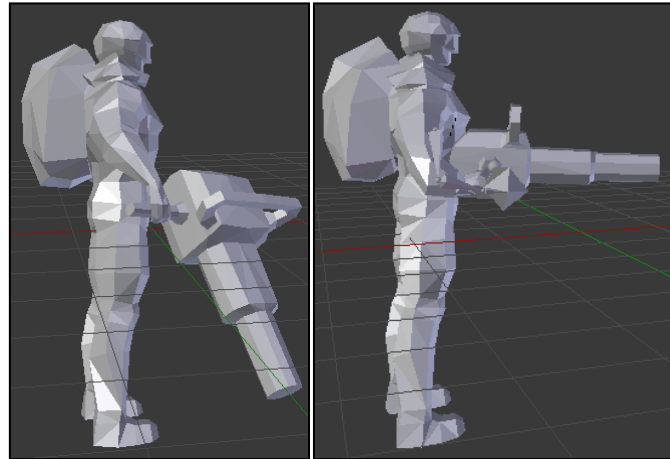


Fig. 1

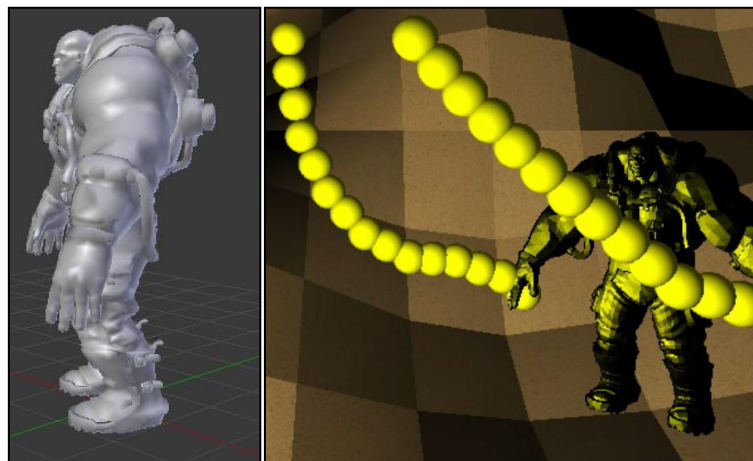


Fig. 2

EFFECTS

Terrain

The terrain is a 3D mountain field which is lit using our own Diffusion model (fig. 3)

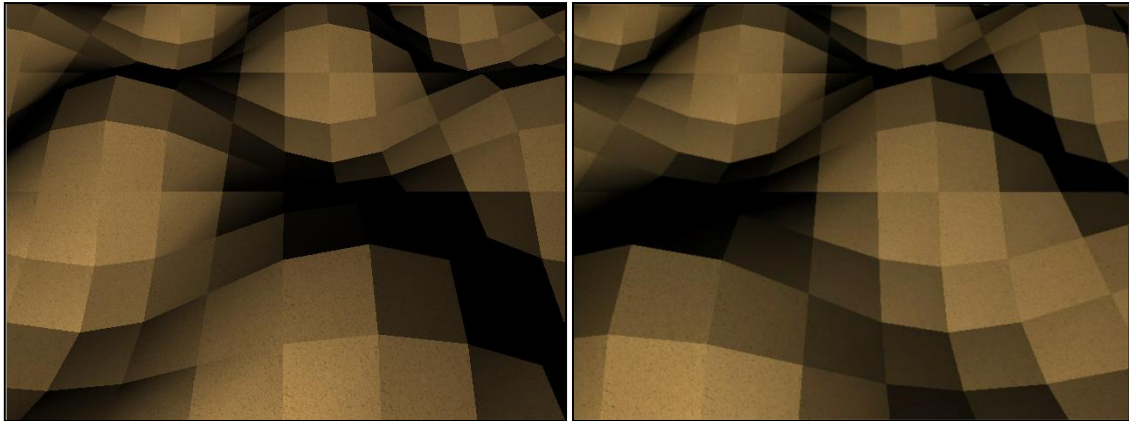


Fig. 3

Hero

The Hero has 16 shooting directions, rotates when shooting upwards or downwards and flips when shooting backwards (fig. 4). He turns red when being shot at (fig. 5).

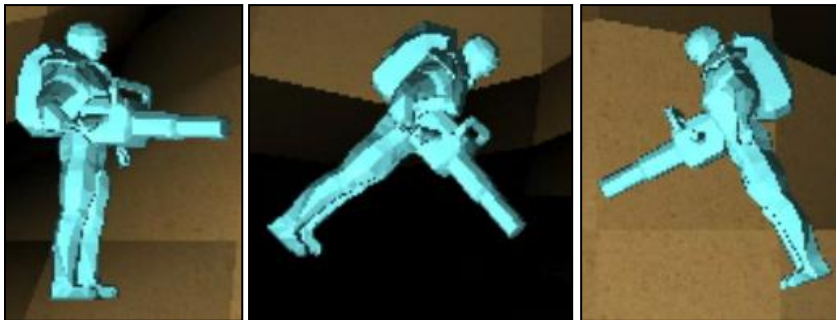


Fig. 4



Fig. 5

Enemy

Enemies always shoot and move towards the Hero and flip and rotate according to the direction (fig. 6).

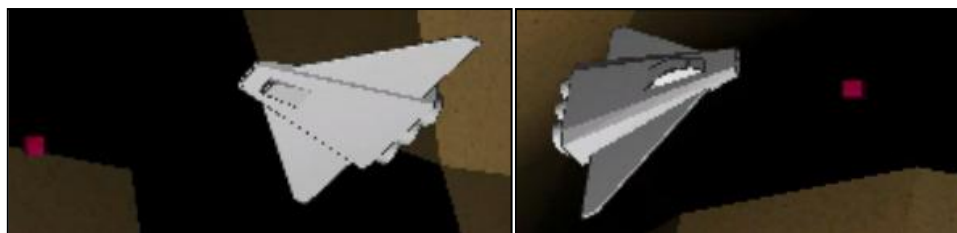


Fig. 6

Boss

The Boss moves up and down and has two arms which moves in a random wave fashion and shoots bullets (fig. 7). Boss is shaded with a Blinn-Phong model (fig. 8). Boss mesh is simplified when being shot (fig. 9) and the arms fly off after he is defeated (fig. 10).

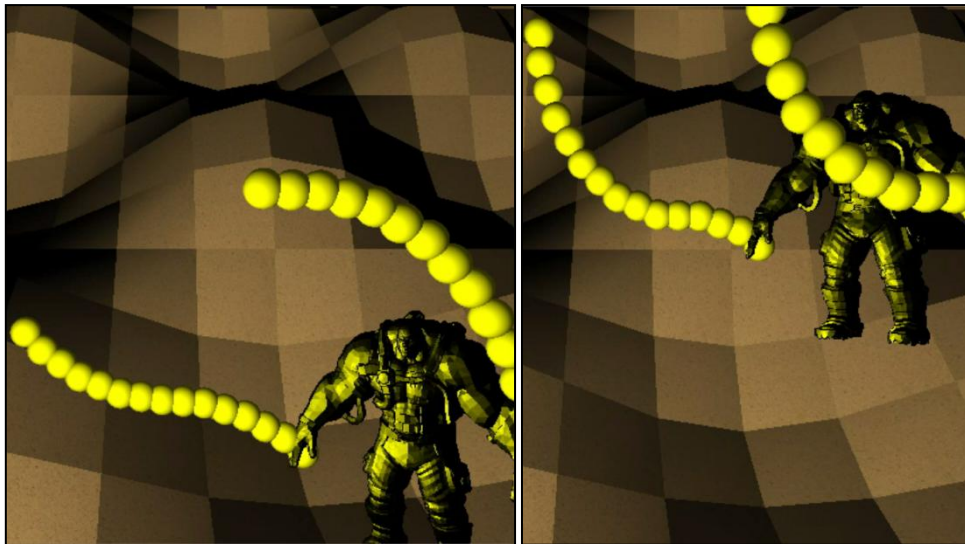


Fig. 7



Fig. 8

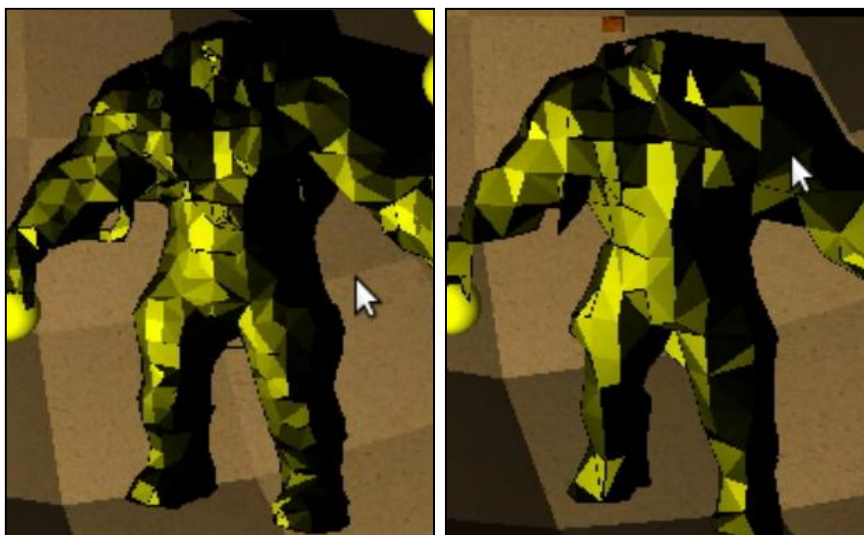


Fig. 9

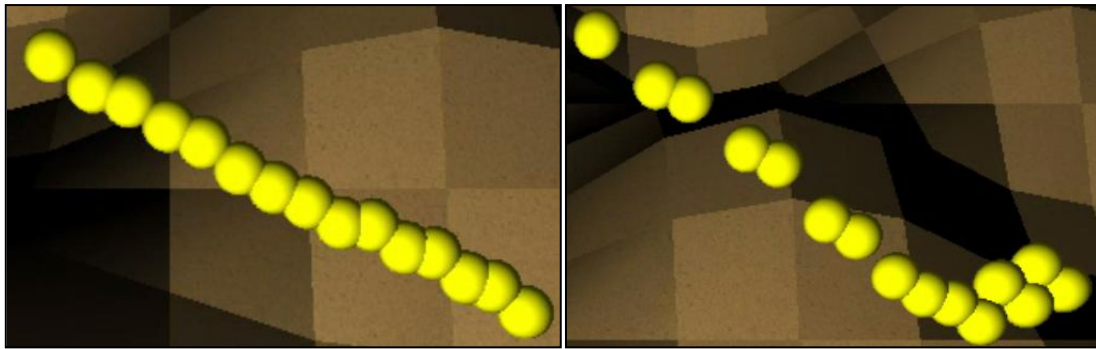


Fig. 10

Bullets

The bullets are animated with textured quads and coloured differently for each character (fig. 11, 12 & 13).



Fig. 11

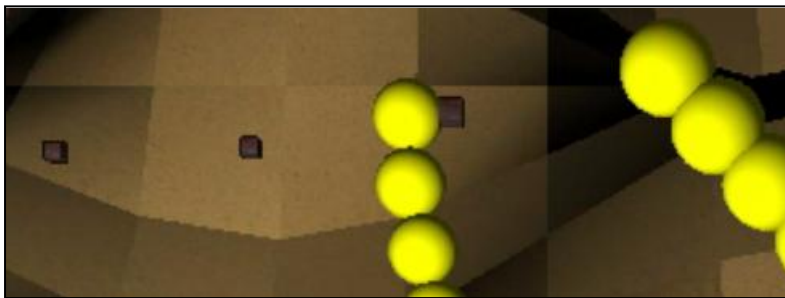


Fig. 12

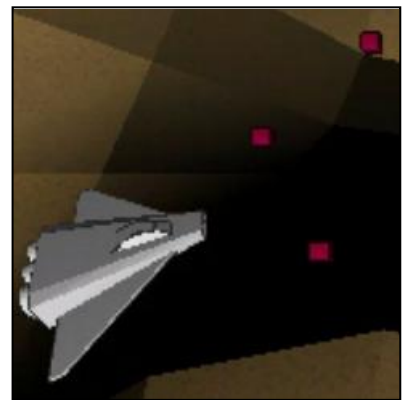


Fig. 13