

A DirectX Human Walker and Detailed Environment Project

1. Create an empty DirectX project using Visual Studio and its SDK (either version 9, 11, or 12).
2. Create a human model using basic 3D objects.
3. Construct a surrounding environment, including a house, terrain, mountains, and a sky.
4. Implement lighting, adjusting the angle, color, and other properties.
5. Control the camera, setting its angle, position, and other parameters.
6. Enable the human character to move in all six directions.
7. Add visual details to enhance the human character's appearance.
8. Create objects with their own textures, materials, or images.
9. Implement a mirror and display the human character's reflection when positioned in front of it.
10. Add shadows to the human character.
11. Include text and fonts within the environment.
12. Develop dynamic functionality for objects, such as opening a door when the human character reaches it.
13. Integrate external mesh files (e.g., .x files).
14. Implement teleportation functionality to move the human character to a specified position.
15. Establish limitations for human walking, such as stopping movement when encountering walls.