**Project Title:** Create a 3D Graphics Engine

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**Abstract.**

Many of today’s games and applications are created using a 3D graphics engine. Popular graphics engines such as unity, unreal engine, etc have created very popular and decorated games such as fall guys on the unity engine and Fortnite on the unreal engine. This project aims to create a game engine that will allow the user to create a simple application or game.

The user can create different types of objects, with a first-person camera being able to view the world the user can create. Also included will be many options such as changing the background colour, player collision, and more, which can be read on my poster.

All the coding the user will do will be within one class, with the user being able to create their game or application from there. Most of the operations that happen in the engine are hidden from the user. There is a wiki on how to use the graphics engine to ensure the user will be comfortable in using the engine.