**CPSC3710 – Computer Graphics**

**Killer Robot Game**

**Project Summary**

**Brett Dziedzic, Sean Herridge-Berry, Michelle Le, Gideon Richter**

The following group members completed the following tasks:

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| Group Member: | Tasks: |
| Brett Dziedzic | * Designed and programmed cityscape |
| Sean Herridge-Berry | * Documentation |
| Michelle Le | * Selection of objects in OpenGL and attack mechanics |
| Gideon Richter | * Design and programed robot including movements and keyboard controls |

For the implementation of this project, we employed the use of arrays to aid in the generation of our cityscape. Any other special data structures?

For the purpose of this project, some additional OpenGL methods were researched and implemented. Were there any?

For the purpose of this project, some additional assumptions were made. We chose to implement the more common directional controls using the WASD keys rather than the ZQA keys that were listed in the project description. Were there others?