

# COP 4720 - Fall 2023

## Project Report

### Team Member

- Marlon Masia
- Anna Zheng
- Kim Ye
- Arwin Nimityongskul

### Project Description

3D platformer video game where you can collect coins on a level and exit the level once you've collected a certain number of coins.

### Implemented Features

#### Menu screen

- Opening screen that allows you to start the game or exit out of the application.
- Different selectable options in the menu

#### Player movement

- Player that moves around the scene staying on top of the ground and being able to go forward, left, right and jump.
- The player will be fixed to the center of the camera (so the character will always be in the middle of the screen) and the camera will move with the characters movements.

#### Ground and walls for the character to collide and interact with.

- Making sure the character can't run through walls. Checking the collisions between walls and setting up the ground for the player and the scene.
- Also creating different grounds/platforms as obstacles for the game.

Objects that character can pick up

- Creating coins that will disappear when interacted with the character and displayed on a coin counter on the screen.

Background

- Building the background and scenes for the levels.

## Individual Contribution

Marlon Masia: Shadows, Collision

Anna Zheng: Character Movement, Camera Rotation

Kim Ye: Character Movement, Camera Rotation

Arwin Nimityongskul: Skybox, Timer

## Result

