Graphics Programming Project

Complete your project using the HTML5 Canvas. The project can be a game or a visualisation

Elements to include:

- User interaction
- Basic collision detection
- Cartesian to polar coordinates
- Transformation
- Illustration of
  - movement;
  - scaling;
  - and rotation of objects
- Multiple moving objects
- Sprites

Advanced:

- Collision reactions
- Polygon collision detection
- 2.5D Movement of graphics objects

Marks will be awarded for novelty and artistic merit of the creation (as well as for object oriented programming, correct comments and indentation). Submission details will be included in the LearnOnline submission system.