Game Engine Foundations

Labs 9&10

This lab has 4 Marks

For this lab, you are requested to add the shooting functionality to the player. Once the user press ‘F’, a bullet is spawned right in front of the camera and moves with a certain velocity along the forward vector of the player. If you prefer, you can also use “looking\_dir” vector instead so that the user can shoot toward the sky. To keep it simple, you may scale down the boxes and to serve as bullets.

To start from, use the version of the code that we developed in class that contains boxes and textures.