Tarea 3A: Edge

CC3501 - Computación Gráfica
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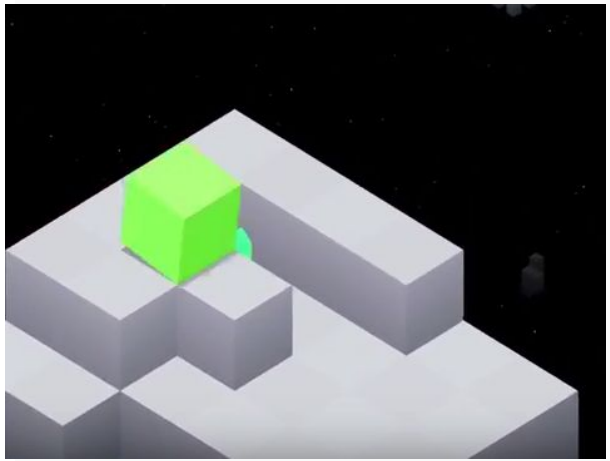
Descripción del Problema

Develop your telekinetic strength by pushing a Cube within a geometric universe. But beware! You are not alone...

EDGE Extended introduces a brand new 3D graphics engine, 48 original levels, 23 unique tunes and new gameplay mechanics. Platforms, enigmas and reflexes combine to make EDGE Extended a rich and comprehensive game.

- An original game ideally suited for mobile devices
- 48 all-new levels (completely different from the original EDGE)
- 23 unique tunes!
- New 3D graphic engine
- A simple, addictive game for every type of player



Solución Propuesta

- Python 2.7
- PyGame + PyOpenGL
- https://github.com/ppizarror/pyopengl-toolbox

```
7  from pygltoolbox.glpython import *
8  from pygltoolbox.opengl_lib import *
9  from pygltoolbox.camera import *
10 from pygltoolbox.particles import *
11 from pygltoolbox.figures import *
12 from pygltoolbox.materials import *
13 from pygltoolbox.textures import *
14 from pygltoolbox.shader import *
15 from cubo import Cubo
16 from luz import Luz
17 from matriz import Matriz
18 from prisma import Prisma
```

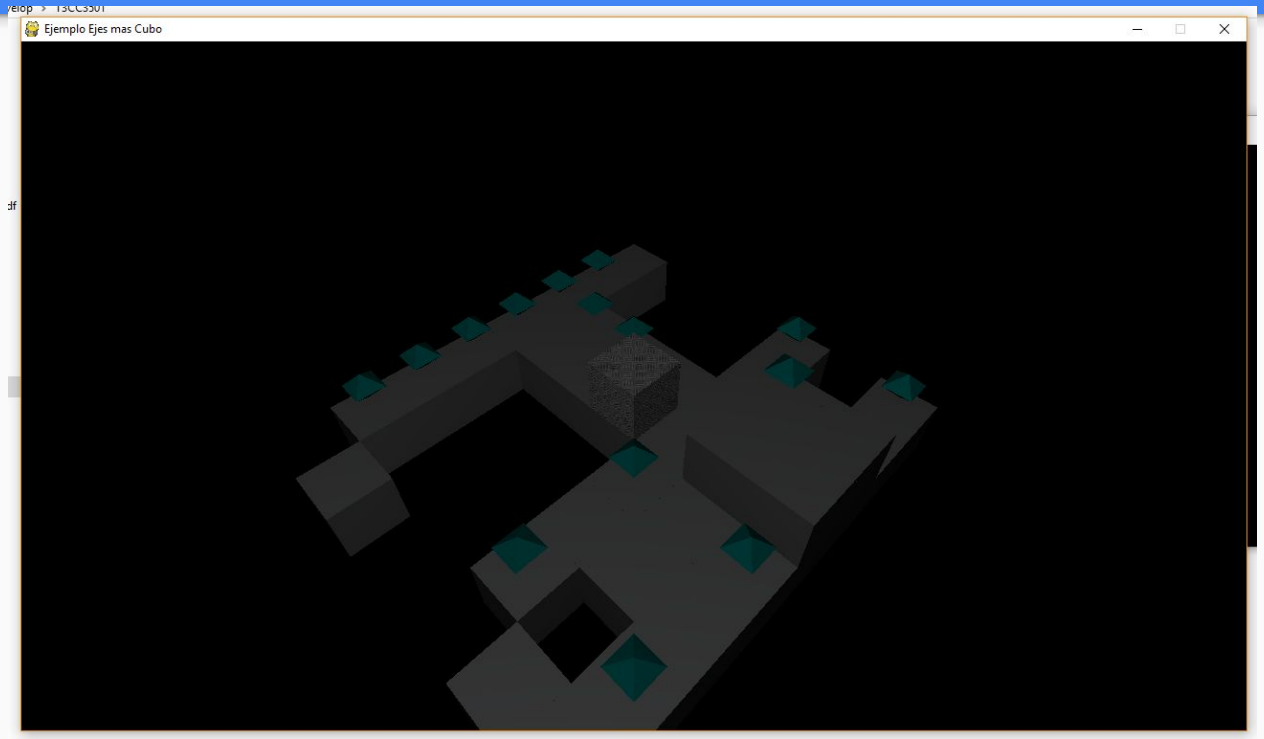
Resultados Obtenidos

- Desarrollo orientado a Objetos
- Interacciones entre objetos
- Música y Sonidos

Dificultades

- Rotación por arista
- Texto

Demo



Conclusiones

- Python vs C++
- Framework
- Motivación