Cards in 3D

By Team Girl Monopoly

# Project:

Cards in 3D

# Members:

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# Program Description:

This project will be programmed in OpenGL 3.0 and C++ in Visual Studio 2012. It is meant to be executed under a Windows environment.

The user will be able to play one or more card games in a 3D environment. Mouse clicks will allow the user to interact with the on-screen cards. Various tasks like shuffling, dealing hands, etc. will be programmatically available to do.

We will build the data structures and interfaces from scratch with the intention of it being upgradable or modifiable in the future.

We plan to make our own graphics routine for drawing the cards in order to gain that experience.

# Objective:

Not only will people be able to have fun with Cards in 3D, but it will provide us as programmers and artists with experience in 3D graphics programming and data structures as well as general experience with the C++ language and family of OpenGL libraries.