

My goal is: I am going to build a whole beautiful town and the PowerRangers will be statues here in this town. I want to put the PowerRangers with the First Person View mode and the user can look around this beautiful town. All models in the beautiful town will be all textured unless there is a specific reason not to put textures for the design wise. Of course, there will be other view modes as well: Orthogonal View and Perspective View. The beautiful town will have the main gate that can be opened and closed, a swimming pool that will have waves and the waves will have the motion, bicycles and the wheels are going to have a motion, etc. Plus, it will have a lot of pretty houses, trees, and a tennis court. Moreover, It will have a community place for neighbors to use, which will have a pingpong table and a TV that you can turn it on and off. The PowerRangers are just the model statue in this town, so they will be big. Currently, With the PowerRangers, there is no motion thing around at all, so I am going to put this moving ball which is supposed to be laser beam-ish from his belt or from his bazooka gun on the top of his head, therefore it will be called a laser ball. However, for entertainment wise and not to make this project to be look cruel or scary for possible kids users, I will make the ball get into these beer pong cups, which will be also displayed as a model and will be big right the PowerRangers. This will basically make the PowerRangers look like they are playing beer pong with his laser ball from his laser belt. The Petty RainBow Cylinders will be removed or can be possibly reused for the gate decorations in the main gate. For some functions that you can do with the hot keys, a user will be able to view the model with different angles and the user will be able to toggle the lighting and the light movement. If a user also wants to see the models closer, the user can zoom in and out the models. Additionally, the user can control the shininess and the light level of the ambient light, diffuse light, emitted light, and the specular light. A user can also toggle the smooth or flat shading, the local viewer mode, and the light distance. There will be few other functions that a user can watch the models of this project for entertainment such as controlling the light distance, rising and lowering the light, changing the field of view, hiding the models such as the power rangers or the legos and the axes. Lastly, all the models will be textured, so the user also can change the texture mode, so that the user can enjoy the models with different designs. With my very ideal plan, I want to stretch my goal like below: With the First Person View mode, whenever the user is walking around with ('W' 'A' 'S' 'D') in the First Person View mode, there will be hands holding the weapons maybe or cute candy bars or something cute that will be followed on the screen, which will look like a FPS shooting game. I am currently not sure how to code this part, but I will try to figure it out within the given time, after I am done with my goal. Additionally, I want to put the audio sounds in the background like a K-Pop. Whenever the TV is turned on/off, there will be TV sounds and it will play the K-Pop. Especially with this part, I am not sure I can do it, but I will try to make the weapons actually work and whenever the user hits the objects, the objects will start to break down with the background sound. I don't know how much this will take, but I am going to do my best as much as I can to get close to my ideal goal.