**Final Project Homework – CMSC405**

1. The final project is where you build and design an OpenGL project that incorporates much of what you have learned this semester.
2. I am leaving what you do for the final project somewhat up to you. I provide the following guidelines:
   1. The work must be something you created for this class and is original work. (It is Ok to borrow code snippets (and reference those) but I want you to piece this project together and make it your own. Make it something you want to do.
   2. It needs to include some geometric transformations, animation and a menu system and lighting effects. It doesn’t have to overly complex, but it should be something you are proud of and demonstrate your knowledge gained in this class.
   3. It can be a game, a simulation, or visual effect or anything else that you want to do in the OpenGL environment.

**Deliverables:** You should submit a well-organized, word document that includes screen captures of the output of running your Visual C++ code. The word document should also include a description of your project that discusses how you incorporated each of the required items (geometric transformations, animation and a menu system and lighting effects) and why you selected to do this application. (In other words, what this application means to you from a development or personal perspective) You should also discuss limitations to the application and possible future enhancements.

You should submit your C++ source code and header file for your application. You should name your word assignment “yournamefinalproject.doc” (or .docx). You should name your C++ source code yournamefinalproject.cpp. Be sure to submit your homework in the WebTycho assignments folder no later than the due date listed in the syllabus.