

Dungeons & Terrains

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Description

Creating an open world with maybe some objects populating the world, with an entrance to an indoor labyrinth with some boxes, fixed lights and possibly windows/looking glass. Where a player can run around in a first-person perspective.

- Will do
 - Skyboxes (one for the sky and two or three for clouds if it looks nice)
 - Textures (Ground/grass, boxes, walls etc)
 - Simple lightning (Gourad probably)
 - Simpler shadows (Planar shadows)
 - Movement
 - Collision detection (for player/user)
 - Dungeons described with a text file, Open world will probably also
 - Billboard trees
- Might do
 - Extend scope of Open world
 - Bigger World
 - Geomipmapping
 - Randomization
 - Bump mapping
 - Drawing optimization for frustum
 - Better/Improved lightning
 - Better/Improved Shadows
 - Background music
 - Enemies
 - Weapons
 - Sound effects