

CS/SE 3GC3 - Computer Graphics Final Project

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Project Proposal

A game taking place in a small 3-D room, where the user is able to move around in first person to select and deselet objects and use tool objects in the room to interact with other objects. For example, the user may select, using, for example, a left mouse click on a "fruit knife" object and then perform an action using for example, a right mouse click on a "apple" object. The apple object may then, as a result of the action split in two.