

Assignment 2

The evaluation of this assignment's tasks as well as the tasks of Exercise 4 and Exercise 5 will be held in the second lab class of week 7, **November 8th**, and corresponds to **60%** of the total Laboratory grade. The required tasks are listed below; however, it is expected that each group enriches the game with other elements and features to make it more attractive.

Tasks

The tasks of Exercises 4 and 5 will be evaluated with **13 points**: HUD and Pause worth 3.5 points, OBJ objects support worth 1.5 points, rearview mirror worth 3 points, billboard behaviour worth 1.5 points, particle system worth 2 points and the 2D Lens flare effect worth 1.5 points.

The tasks of this assignment are:

- to implement the planar shadows (**2 points**) and planar reflections (**1.5 points**) by using the blending and stencil mechanisms as explained in the theoretical class.
- Bump-mapping (**1 point**)
- Skybox (**1.5 points**) and Environment cube mapping (**1 point**)

Notes

1. The Groups should upload their source files in the Fénix System at the end of their evaluation.
2. The Groups should deliver by email, until November 18th, a **technical report of 6 pages** with a link to download a **"trailer"** video.
3. The **total grade** of this assignment will be calculated by weighting the sum of the above points by a factor that reflects the global aspect of the game implemented by each group, including the technical report and the **"trailer" video.**