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CSCI 4229

Final Project Proposal

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I will create a project that allows the user to view a house's surroundings, including the inside. I will expand on my existing home from homework three but add more details. For instance, I will begin by creating interactable doors (open/close) and light switches (on/off). Then, I will make the furnishings for a room, like a study table.

My stretch goals:

- creating more user-interactable objects
- building a fully furnished house
- creating an upstairs

My super stretch goals:

- make home windows transparent.
- create a night mode where the house becomes creepy. (mirror's reflection casts different surroundings)

At the project review, I will have an untextured and unshaded version of the inside of the house with interactable objects.