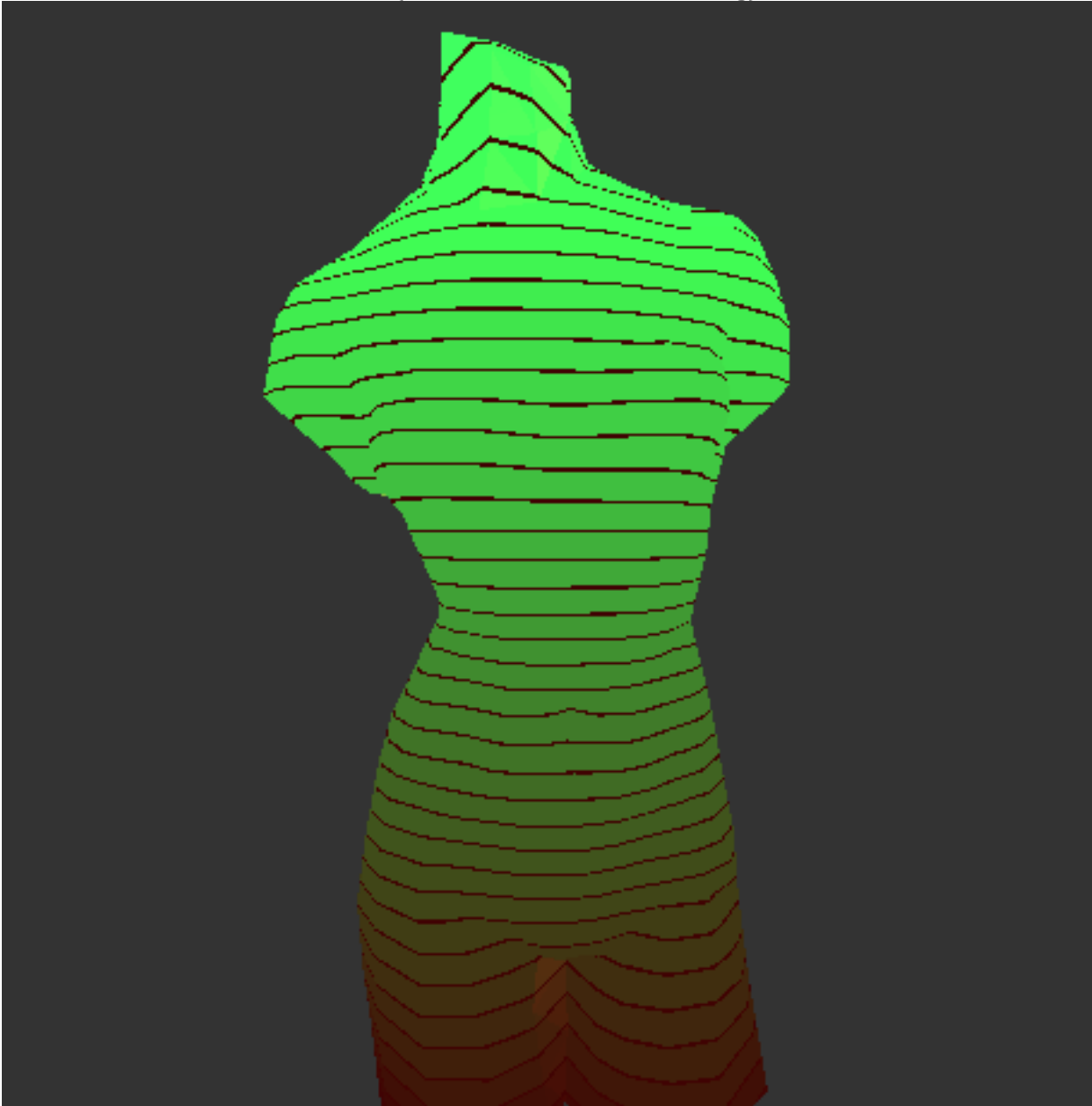






Part 4: Lines of contour around y axis as an elevation contour of sorts. Also turned off specularity to make it more eye friendly. Also add higher intensity green as elevation rises. Also enables you to switch between this mode and the regular phong shader mode with c key. Uses Uniform Variable to communicate this information. (Called creative.vert and frag)



Part5:

A navigable procedurally generated 3D maze game.

The point isn't the interactive part of the game, but the construction of the scene (since that's more along the lines of what we have learned).

Key technical areas:

- Procedurally Generating a Maze in 2D
- Then generate a 3D mesh? (Could also just hack it in 2.5D)
- Implement Simple Move Interactions along with Camera Transformation
- Lighting inside the Maze (Spot light from the head of the user?) (Possibly multiple lights?)
- Texture Mapping for Walls and floor
- Displacement Mapping for Walls (and maybe floor?)

Nice things to have:

- A more complicated UI, such as displaying a 2D map with already traversed areas revealed.
- Different height walls? So instead of a tunnel maybe more like a ruin with ceilings?
- Windows? More complicated Scene?
- Enemies?
- Difficulty Level?

Things not sure on:

- Too big of a scope? What would be a minimum I would have to do, in case I run out of time?
- Which to focus on?
- Other cool ideas?