**Assignment # 3:**

**Game Design and Development Section – 9A  
April 26, 2023 FAST-Lahore**

Scenario:

* In a fishing game, there will be a blue colored fisherman and many different colored fish a head of the fisherman. Behind the fisherman, there will be an orange-colored plane on which the caught fish will be placed. You can use primitive objects.
* Fish will take place at predetermined random position. Type of fish can be mullet, seabass, bluefish, bonito, turbot and anchovy.
* The fisherman will move with the up/down arrow keys and turn around himself with the left/right arrow keys. By sending beam in his own forward direction the opposite fish will be caught and placed on the plane except the anchovy. If the seen fish seen is anchovy, the other fisherman with more powerful stick will be called from outside the game environment. He will walk near to the player position. Controls will be shifted to the new player. Now if new fisherman sees the anchovy the fish is caught and placed in plane.

**Instructions:**

* 05 marks if implemented all the requirements but done all the things with primitive objects.
* 07 marks if 3D objects are used like water, fishes, original bucket to place fishes, player stick.
* 10 marks if requirements are completed, 3D objects are used and also 3D player with animation is used and particle effects are used while when player caught the fish.
* You will need to submit zip file of the project and webgl link on google sheet provided latter. No submission on google classroom is accepted.
* Submission date is 04 May 2023 23:59. Marks will be deducted for late submission.