ABSTRACT

Cross road game Simulation Computer Graphics Mini Project is to illustrate the concepts and usage of pre-built functions in OpenGL. The Objective of the Cross Road game is to move across each lane to reach the other side of the road by avoiding the moving obstacles. This project graphically illustrates a game called as ‘CROSS ROAD’ using OpenGL API’S and C & C++ as a programming language. Computer graphics is interactive method of pictorial synthesis of real or image objects from their com-based models. OpenGL (Open Graphics Library) is a standard specification defining a cross language, cross-platform API for writing application that produces 2D and 3D computer graphics. OpenGL supports visualization applications with 2D images treated as types of primitives that can be manipulated just 3D geometric objects.

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