

## PROJECT1)



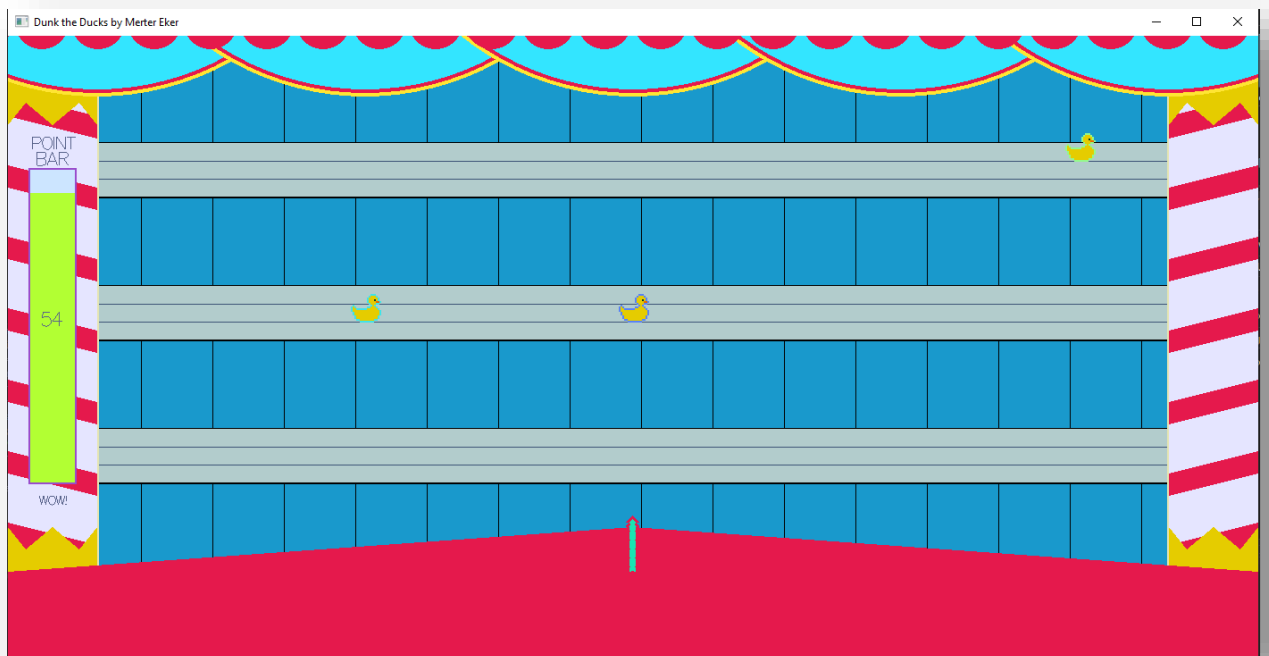
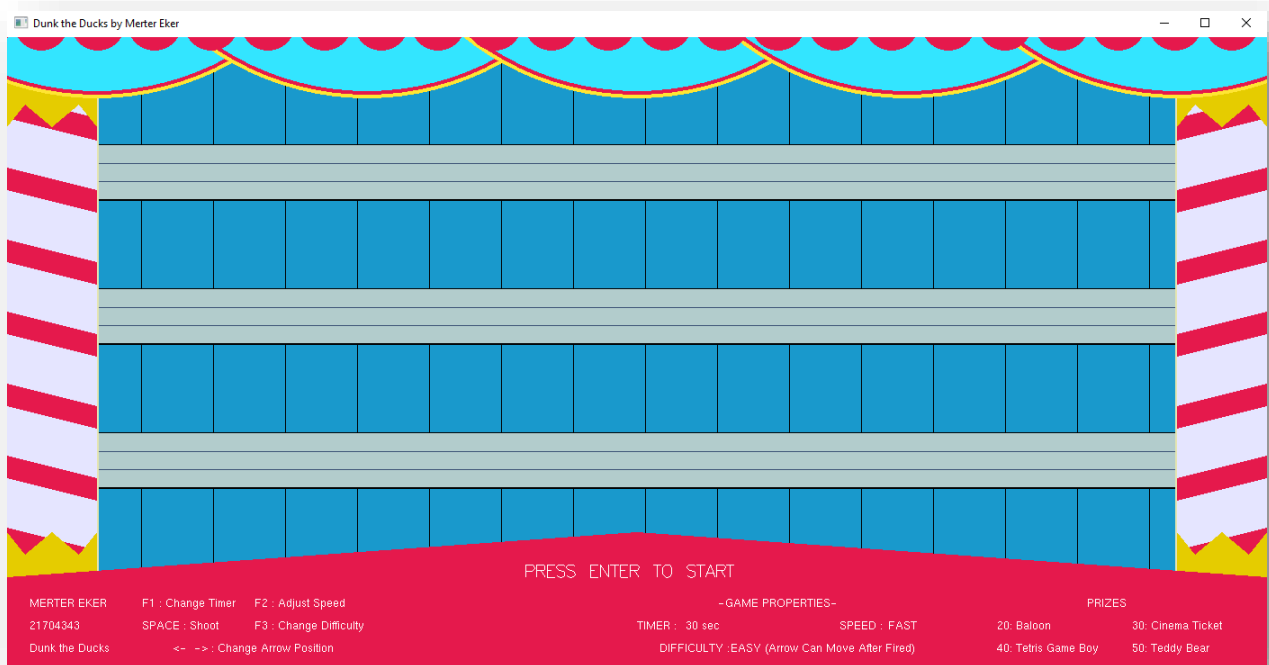


Rats in the Kitchen is a basic game that you can deploy rats on the table or ground.

With the F1 key, all of the rats will leave the kitchen at the same time.

Design and standard glut operations were needed.

## PROJECT2)





Dunk the Ducks is a game that you can shoot passing ducks with an arrow on a game area.

With the F1 key, the timer can adjust.

With the F2 key, ducks' speed can adjust.

With the F3 key, the difficulty can adjust, which changes the arrow's movement.

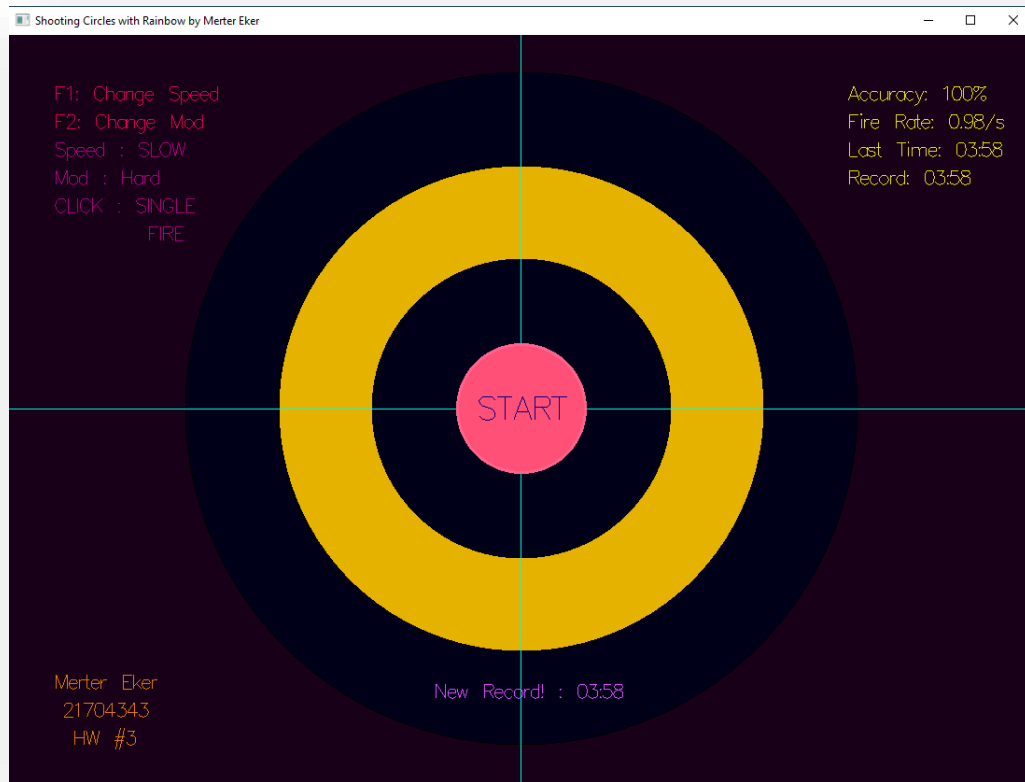
There is a prize system that gives prizes regarding the points.

There is a record system that looks for points for each round.

Design and standard glut operations were needed.

## PROJECT3)





Shooting Circles is a game that you can shoot rotating circles with a cannon on a game area.

With the F1 key, the circles' speed can adjust.

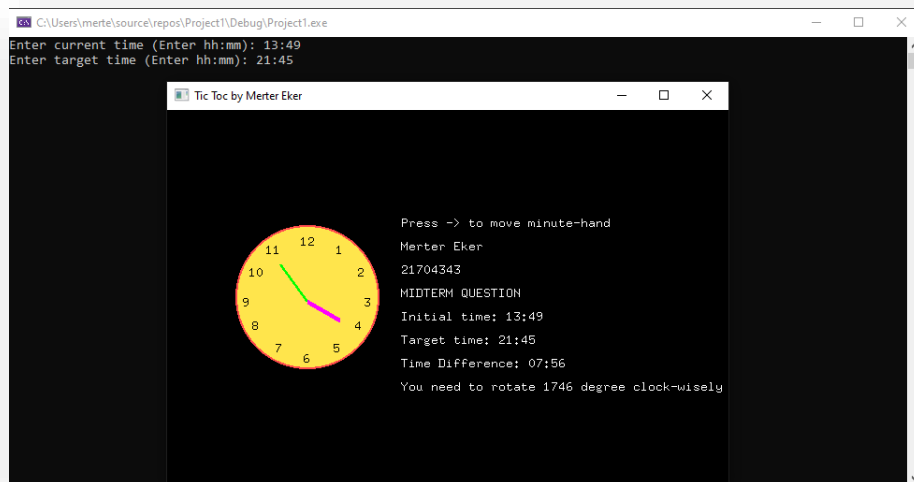
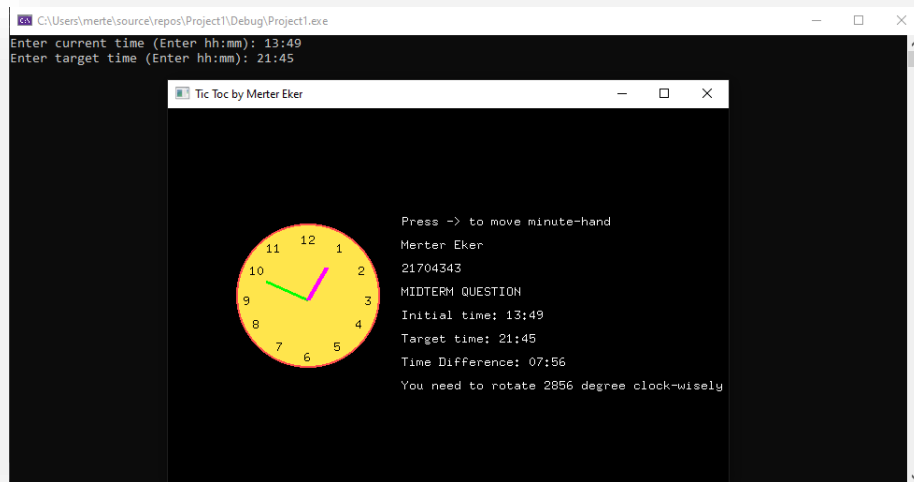
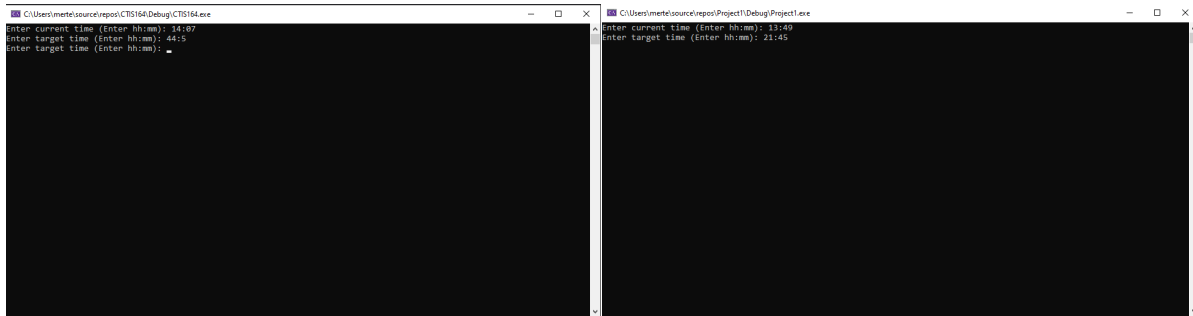
With the F2 key, game mode can adjust, which changes the cannon's burst of fire.

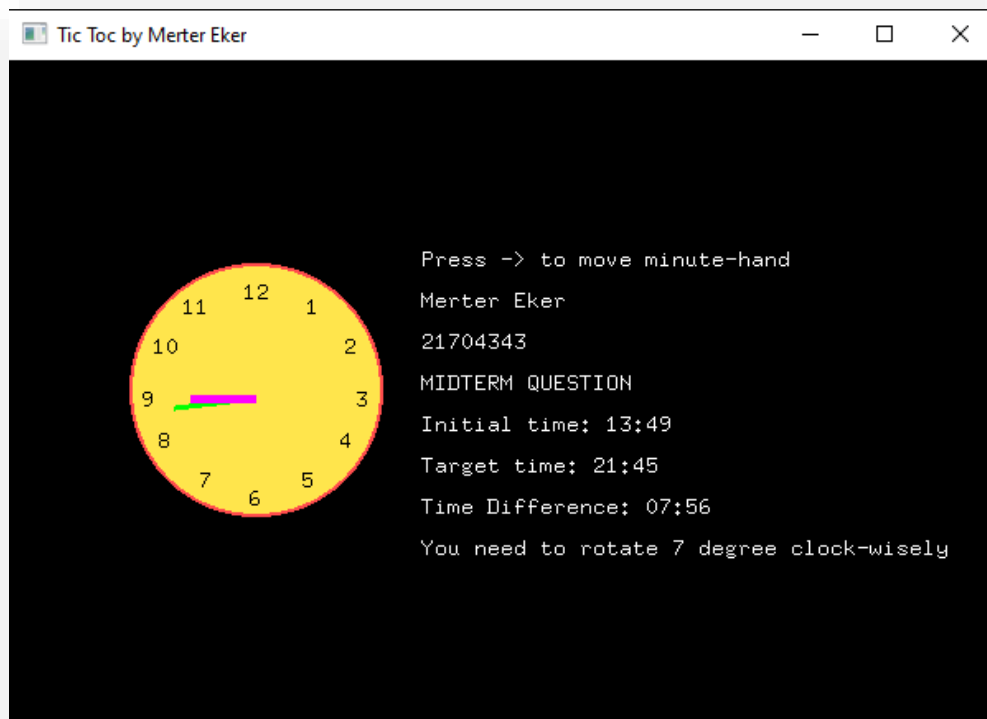
There are accuracy and fire rate calculator.

There is a record system that looks for the time each round.

Design, standard glut operations, trigonometry, harmonic motion, and vector knowledge were needed.

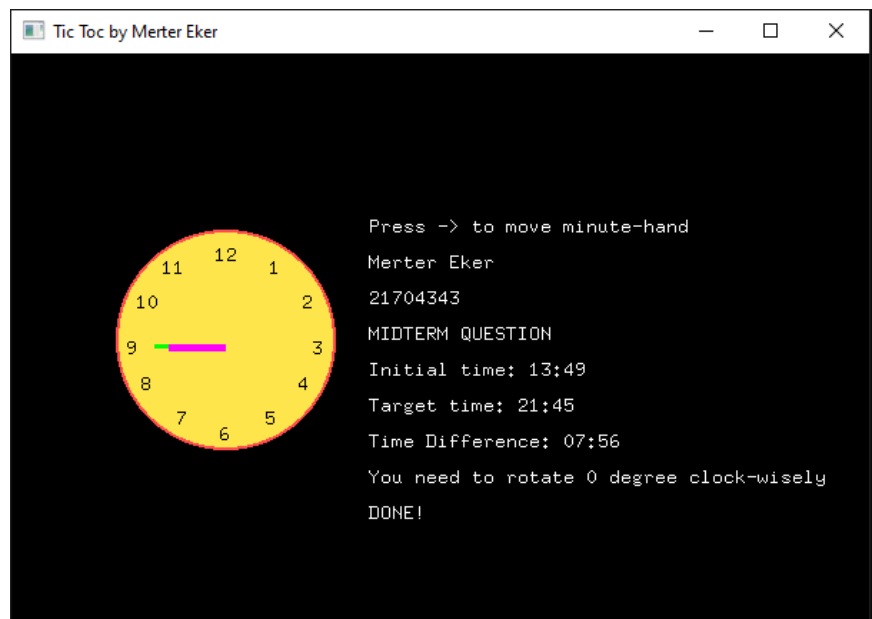
## PROJECT4)





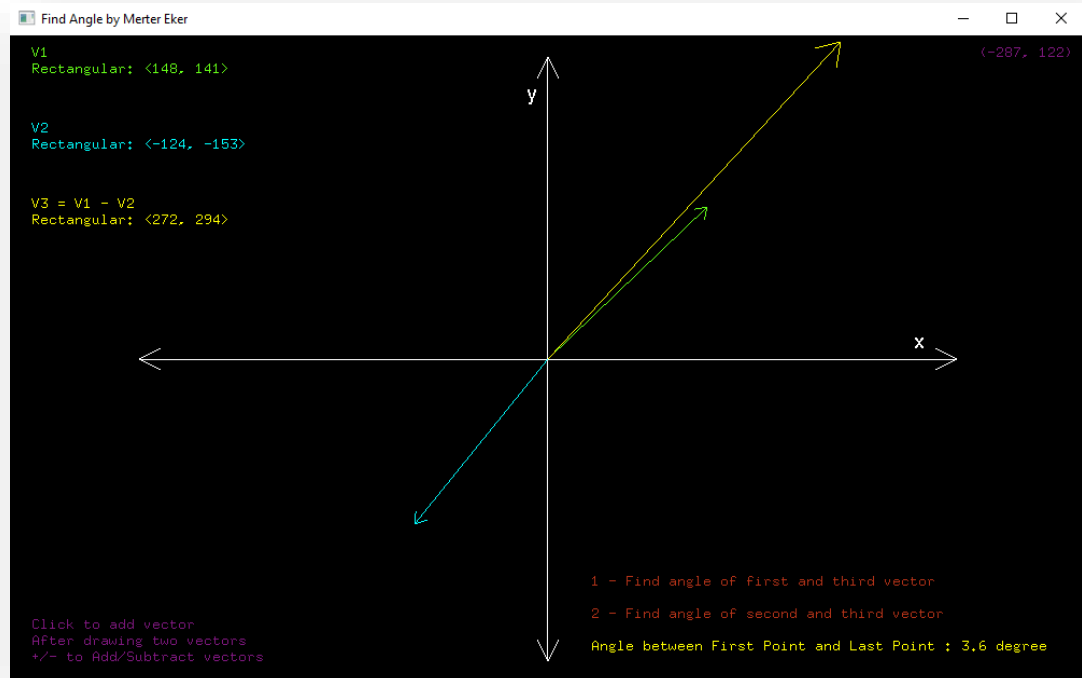
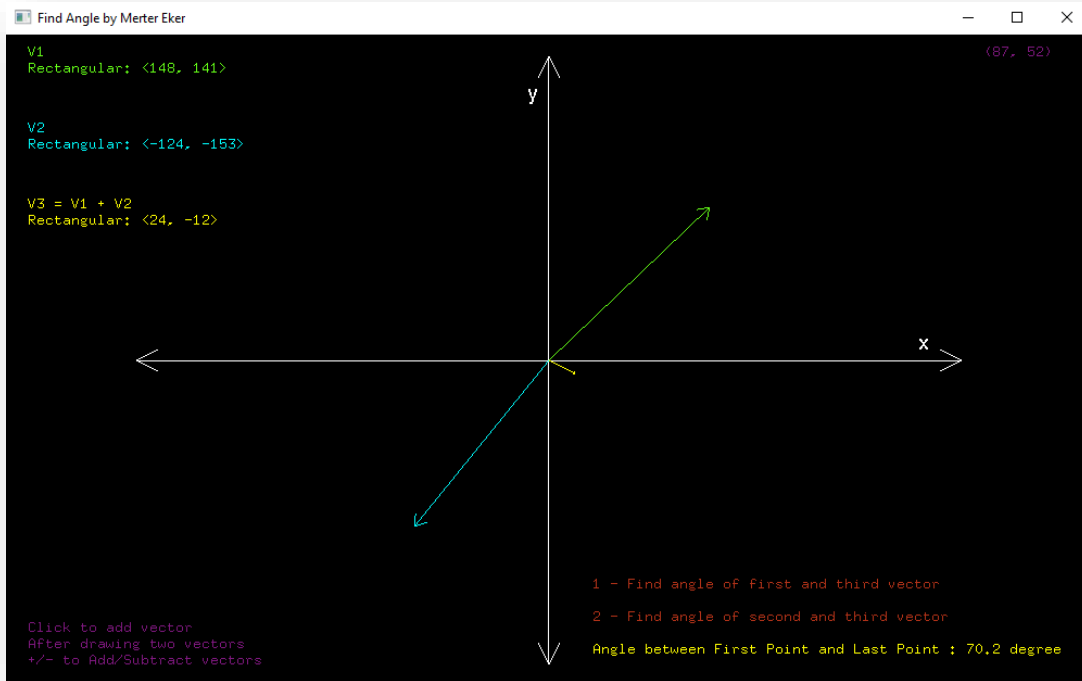
Tic Toc is a program that calculates how much do you need to rotate minute-hand to reach the target time.

Standard glut operations, trigonometry, and vector knowledge were needed.

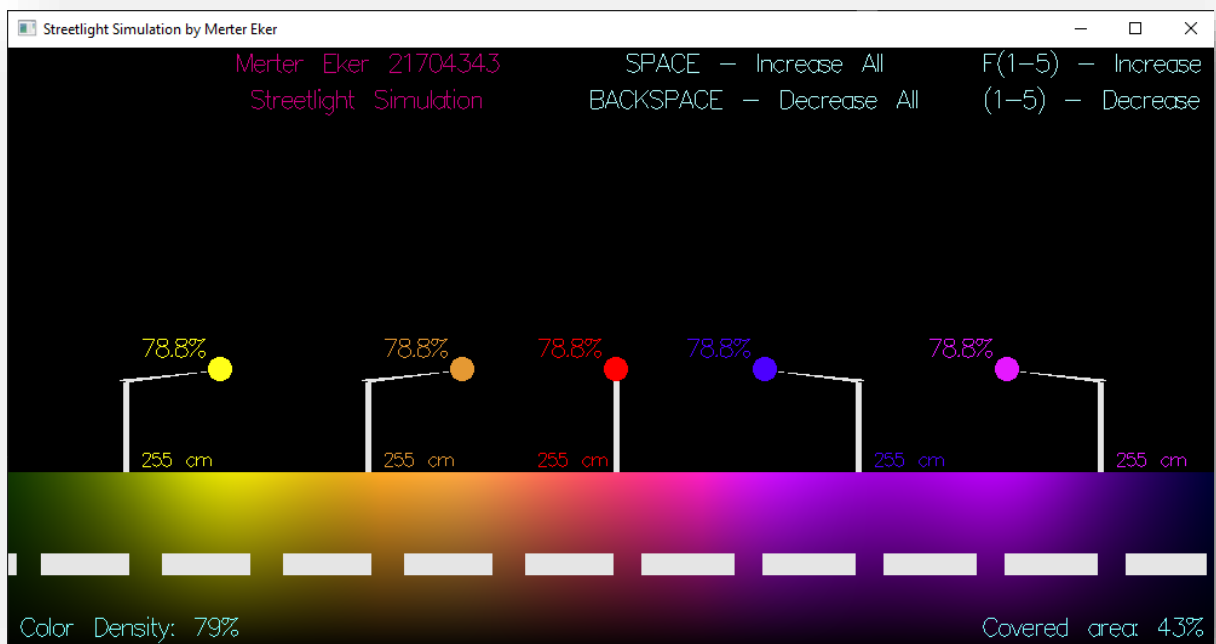
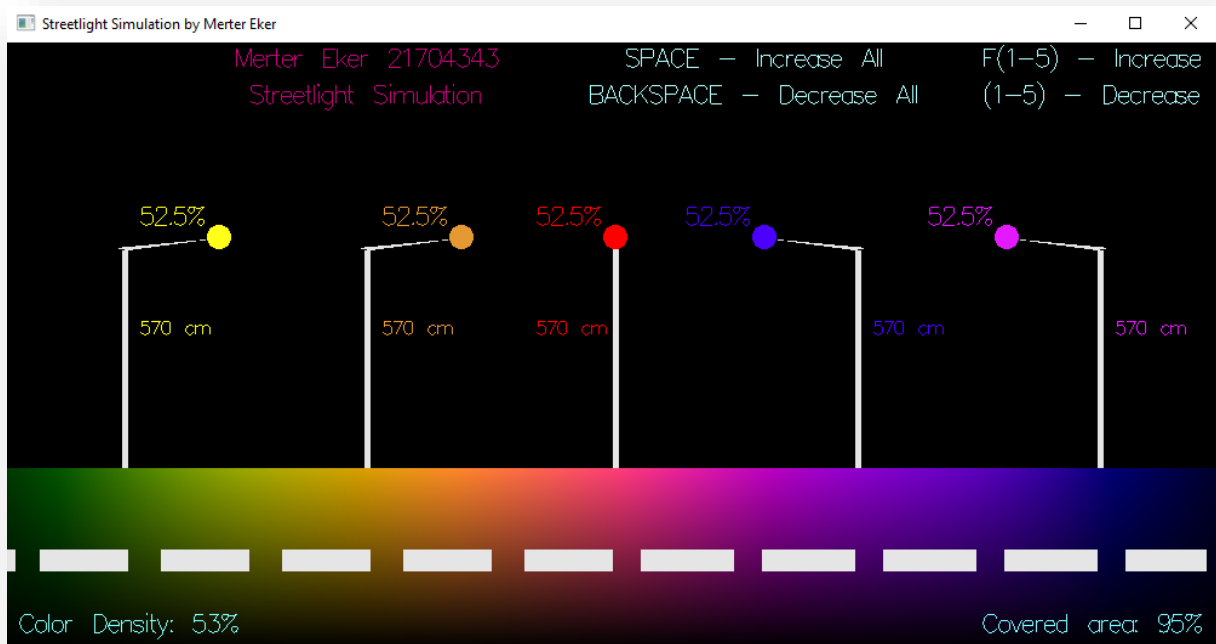


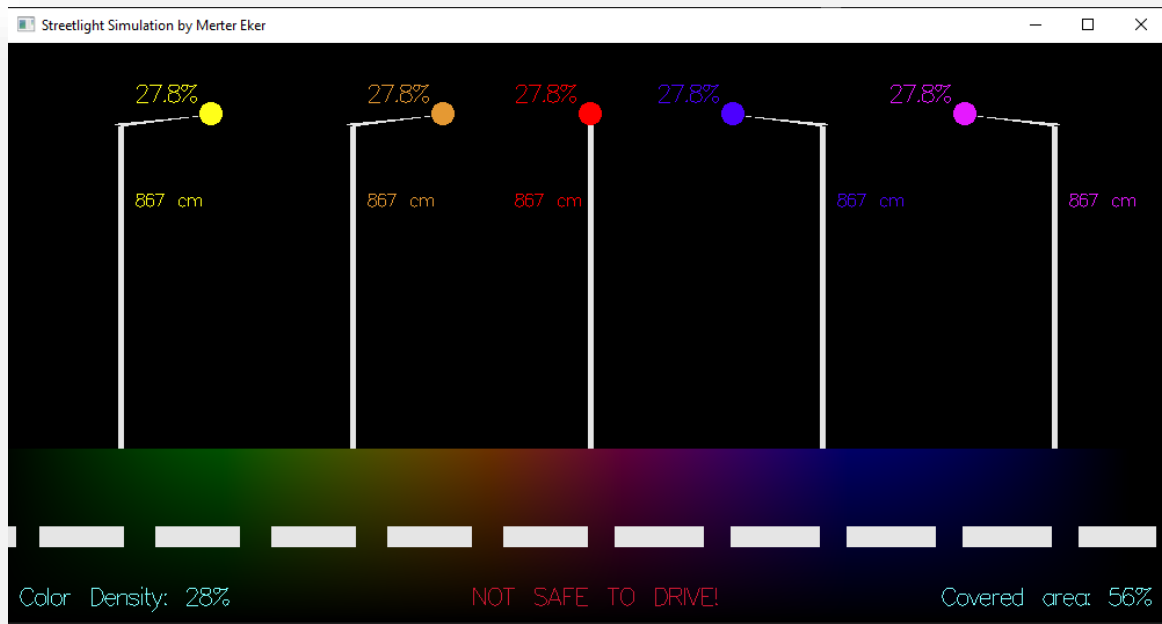


## PROJECT5)



## PROJECT6)

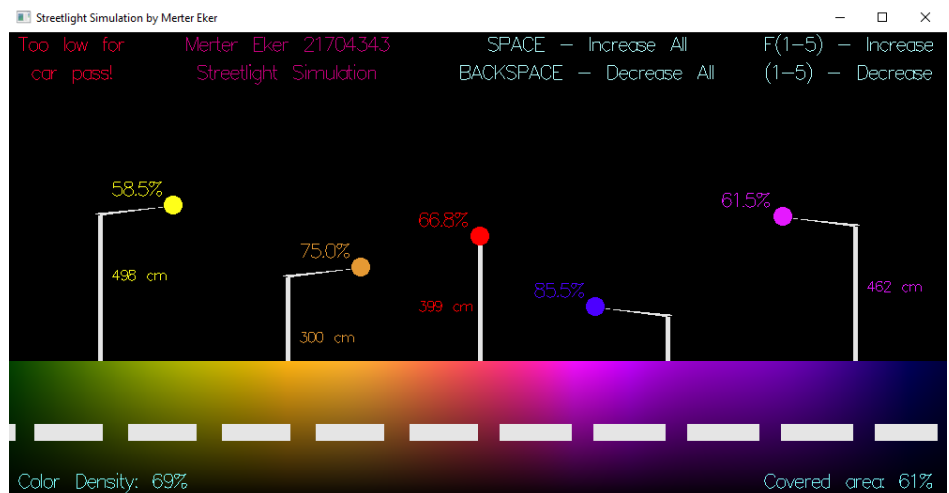




Streetlight Simulation is a program made to show light reflection on the ground.

Streetlights' height can be adjustable by function and number keys, and the reflection of colors changes simultaneously.

There are a density and covered area percentage found by the program.



Design, standard glut operations, trigonometry, and vector knowledge were needed.