

Assignment 1

Individual or Group of Three Students)

Deadline: Wednesday 2/11/2023 at 11:59 pm

Description of the assignment:

General idea:

In this assignment, you are required to design puzzle game design for human body

In the case of pressing any button of the keyboard, every part of the human body is far away from each other, In the case of pressing another button, it rotates randomly, and when pressing another button, every part of the human body returns to its place.

The requirements:

1. Animation:

- **Character:** use three buttons to make animation
- First buttons: every part of the human body is far away from each other
- Second buttons : the human body rotates randomly.
- Third buttons :every part of the human body returns to its place and returns in the same direction it started .

- **Dynamic background:** the shapes drawn in the background continuously move in the scene.

- **Sound** for every action in the game.

2. Modeling:

- 1) character must be implemented as a minimum of three different primitive TYPES and must have a head ,body ,eye ,nose , hand ,mouth and leg . A total of minimum eight primitives.
- 2) The background must have at least two shapes. Each shape must be implemented as a minimum of one different primitive TYPES. A total of minimum two primitives for each shape.

Bonus:

- 1) Complex modeling.

Other ideas are encouraged as long as they are original 😊

Submission Guidelines:

- ➔ The assignment should be implemented in OpenGL
- ➔ This is an **Individual or A Group of three** assignment. Cheating cases will lead to a **ZERO**.
- ➔ This assignment is worth 7.5%
- ➔ Deadline for the assignment: Wednesday 2/11/2023 at 11:59 pm
- ➔ Submission guidelines: You have to rename your .CPP with your id and submit it in the classroom.