

Advanced Game Dev

Midterm Exam

CSCI 191T

- Use the given game engine to create the following.
- Make sure to add appropriate classes if required.
- Include a text (README.txt) file outlining your task and approach.
- Submit your complete work as in compressed (zip) file to the link in canvas.
- If your program not running in a remote machine, you may not get complete marks. Therefore, make sure your program runs without errors.
- Your creativity will be awarded extra 5 points.
 1. Add a ‘Landing Page’ to your game move to the next screen by mouse click/press ‘Enter’ (Page with image displaying the name of the game)
 2. Add a ‘Menu Page’ with menu do the following
 - a. New Game: Start new game
 - b. Help: Showing to how to play game page
 - c. Exit → Exit the game
 3. Create user interaction on ‘Menu Page’ by mouse click on each topic or first letter pressed. Ex: press ‘N’ for new game or click on ‘New Game’
 4. Create a Help page for how to play game. Pressing Escape key move to ‘menu page’
 5. Create an event when press escape while playing game to do following
 - a. Pressing escape button while playing game will pause the game
 - b. Popup menu asking to confirm exit yes/no
 - i. Yes: by pressing ‘Enter’ -- quit the game
 - ii. No: by pressing ‘Escape’—resume the game



- 1) Set camera as eyes of the player
- 2) Use Arrow keys or mouse to rotate player or scene rotate
- 3) Use AWSD to move player left, right, back and forth
- 4) Shoot Random objects falling from the sky
- 5) Objects will disappear on collision
- 6) Let player walk around the skybox
- 7) Make the scene more realistic

