Project for the exam - part 2 of 3:
Build a OpenGL core application for a simplified fpw (first person walking)

The resulting application must be similar to the one shown in Fig. 1. Arrows or "wasd" keys can be used for the walking. You can also use mouse to control the direction of movement.
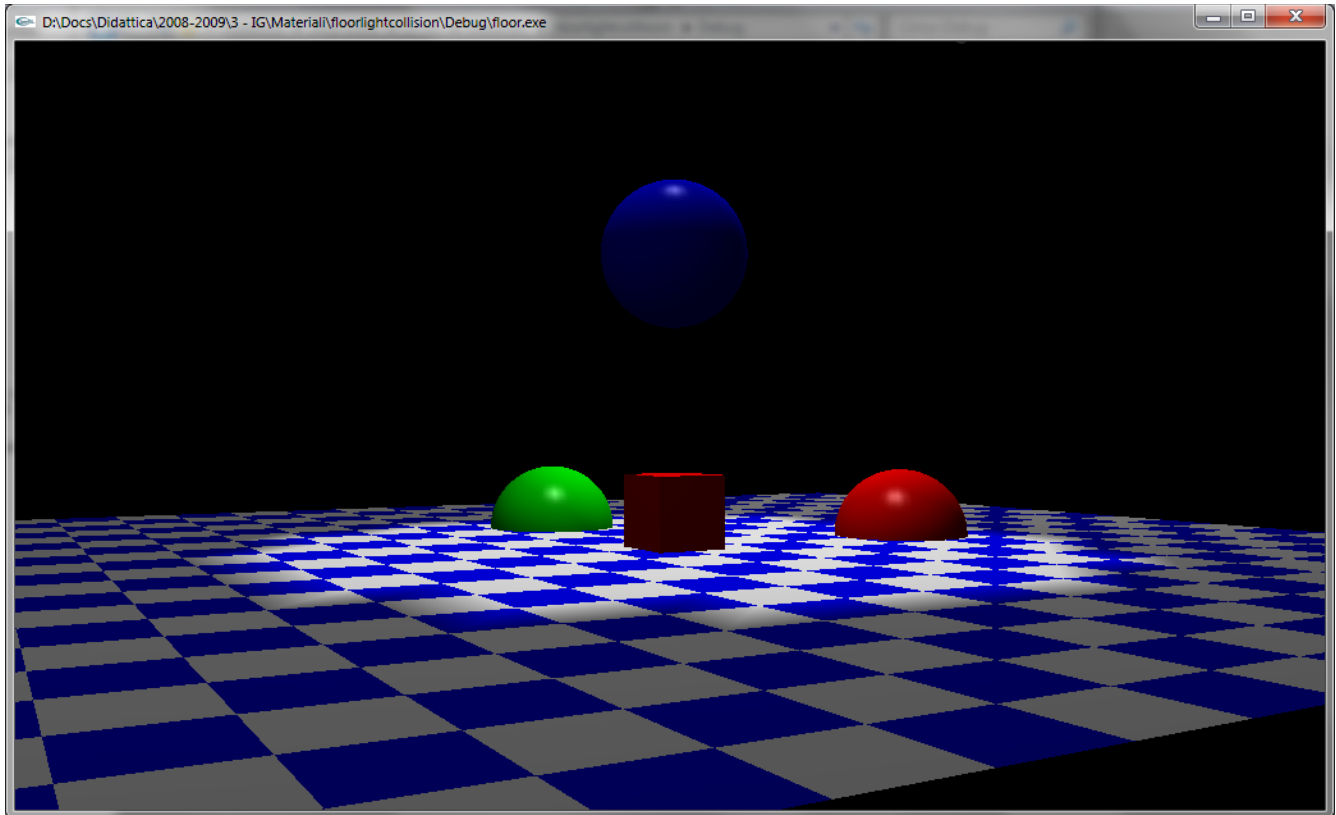

Fig. 1: Screenshoot of the fpw application.

Besides the floor, some geometric elements are present in the scene. Implement a simple collision algorithm so that it is impossible to pass through them. Eventually, define a point light above the scene.