Project4

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Due:

* Monday, November 9, 2015 @ 11:59pm
* Give ‘roachj’ access to the project on BitBucket

For this project, you are to model a ‘Dungeon’ with two ‘Rooms’.

The player starts in the first room and can walk between rooms (the player can walk through walls).  Each room should have at least one light source.  There should be some object located at the light source (e.g. a lamp) that gives the appearance that the object is giving off the light.  Each room should be moderately furnished and should have an interesting ‘hierarchical’ model doing some kind of animation.  The lights for a room should turn on when the player goes to some location in the room (make this obvious) and should turn off when he or she leaves the room.

As usual, the OpenGL window attributes are to be stored in a configuration file.  The data for the scene is to be stored in a data file.

1. Model two rooms
2. Player starts in the first room and works through wall to another
3. Add one light source to each room
4. TBD: Add object to light source (e.g lamp) that gives appearance as a light object
5. WORKING: Each room moderately furnished
6. Should have an interesting hierarchical model doing some kind of animation
7. Light should turn on when player enters a room and turn off when he/she leaves
8. TBD: Store window attributes in a configuration file
9. TBD: Store data in a data file