

Introduction

Hi, my name is Natalie Hong and I am a third year Software Engineering Student. I have chosen to take this course as I enjoy playing games as a past time, so it shouldn't be a surprise that I take lots of interest in this section of the course.

What?

The computer graphics that I will be producing will be that of building upon supplied code. This supplied code is that of a basic game and my project will document my improvement upon it to hopefully create a visually pleasing experience.

Possible techniques that could be used:

- Scaling
- Shadow Mapping
- Raytracing
- Transforming
- Axis-rotation

Possible features that could be added:

- Model Placement
- Shaded Models
- Camera Tracking
- Tracked Lighting
- Prop Creation
- Particle Systems

Why?

The reason I am using the supplied code is because I enjoy playing and creating games from scratch. With the supplied code, I am given the opportunity to work solely on the graphics component of the game which is a change to what I am used to. Racing games are also interesting as the terrain is always changing at constant speed, which I find quite unique.

How?

To create the graphics required for this project, I will use Python 3.5 and OpenGL to create objects and renderables within the computer graphics scene. I will also be using GitHub to allow for version control between each implemented feature in case I make any mistakes and need to roll back.

Conclusion

I hope you enjoyed this short proposal. I hope you look forward to what I can produce in the end.