SOFT 356 Programming for Entertainment Systems: Coursework 2 Proposal

For my coursework 2 I would like to expand on my model loader and create an interactive first-person explorer “game demo”. For this I would need to build a simple scene from a given set of files, create controls to mimic most first-person games. The MVP controls I would like to add are:

* WASD movement
* Mouse movement

To go beyond basic functionality If I have time, I would like to add controls for:

* Crouching
* Sprinting
* Jumping

These would be done through animation and not through physics.

My plan of action would be:

* Create initial player class
* Creating a demo scene out of models
* Implement keyboard controls
* Implement mouse controls (3-d camera movement)

Stretch goals would be if I have time:

* Implement the additional controls mentioned above
* Creating UI for stamina
* Collision detection around the environment