Implementation Description

FlappyNator

Group 4

Peter Evers
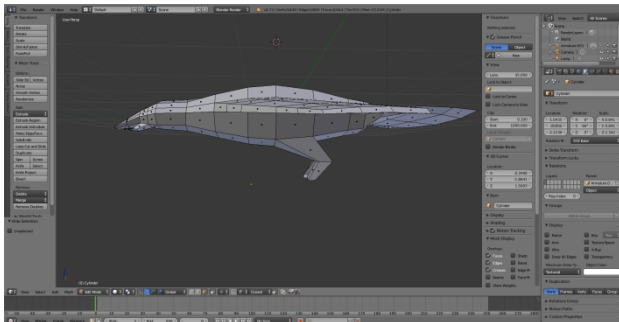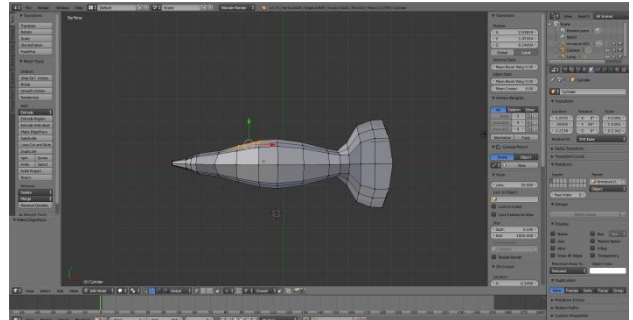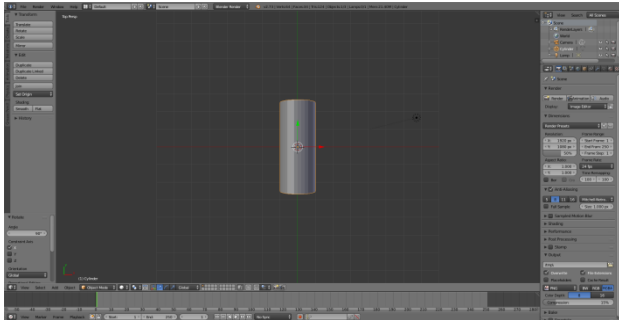**Jeffrey Goderie**
Maikel Langezaal
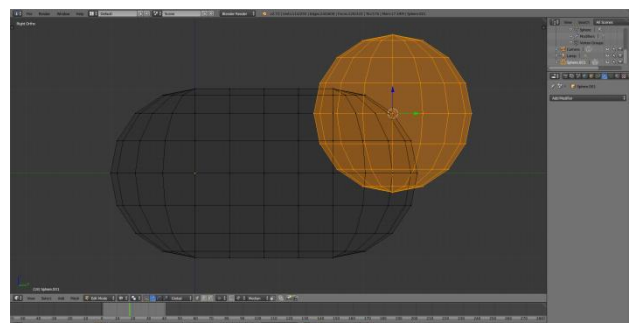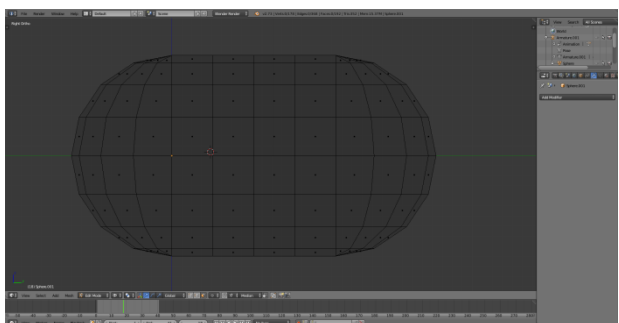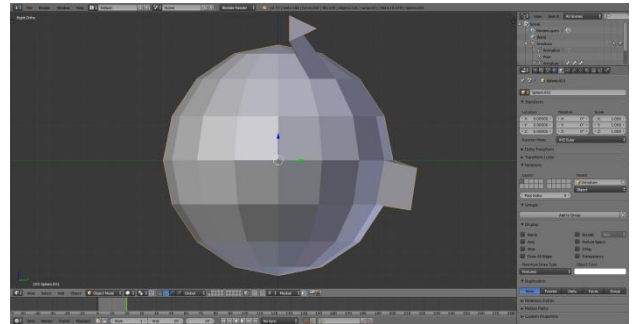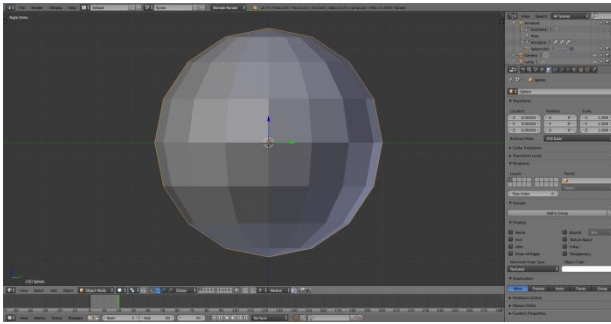**Edward Teng**
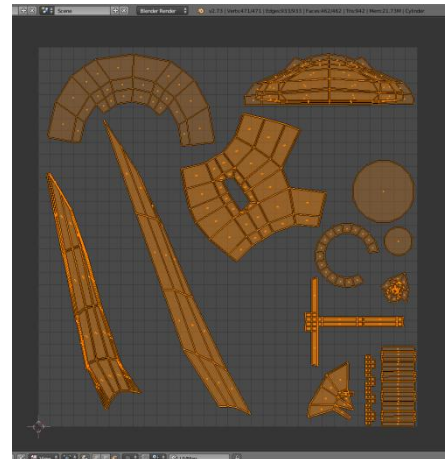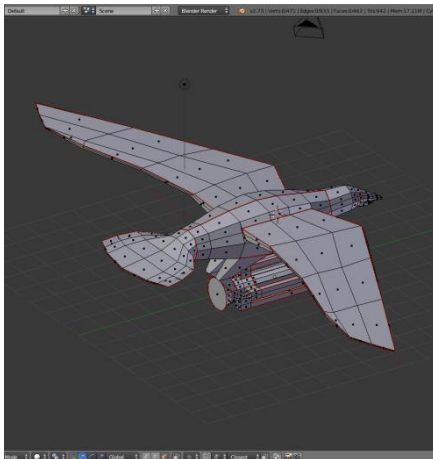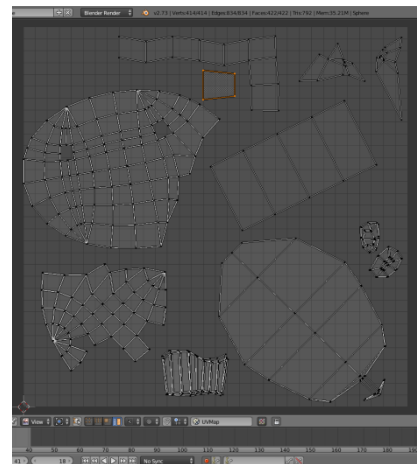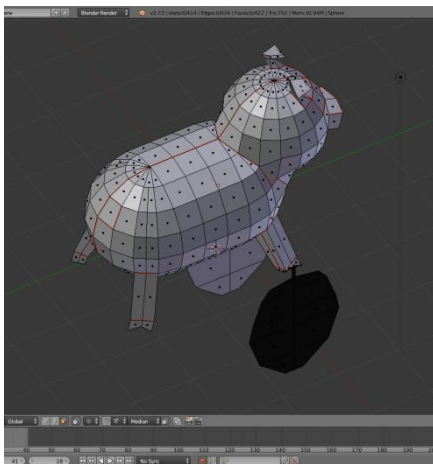**Tom Zwart**

Models:

- Player: 2 cylinders (body and gun)
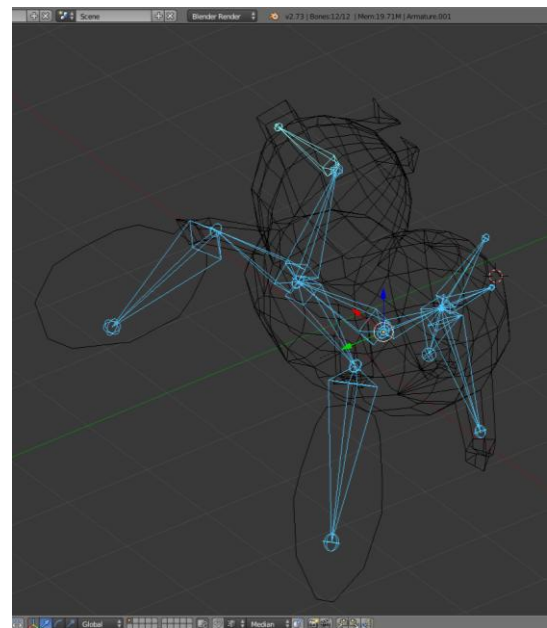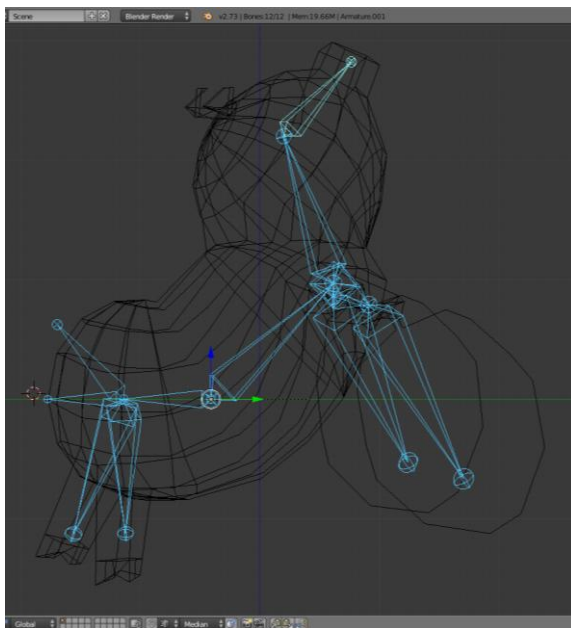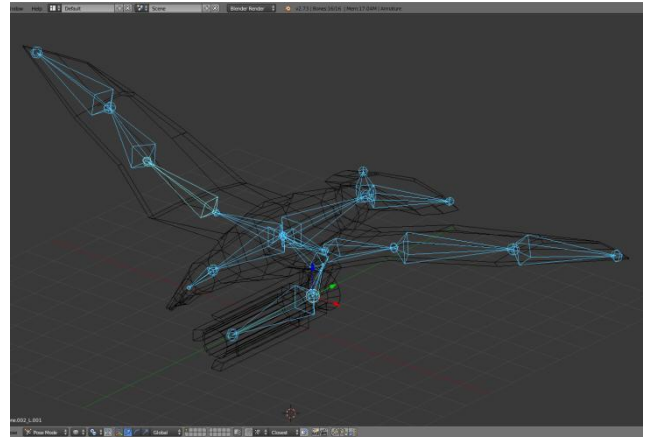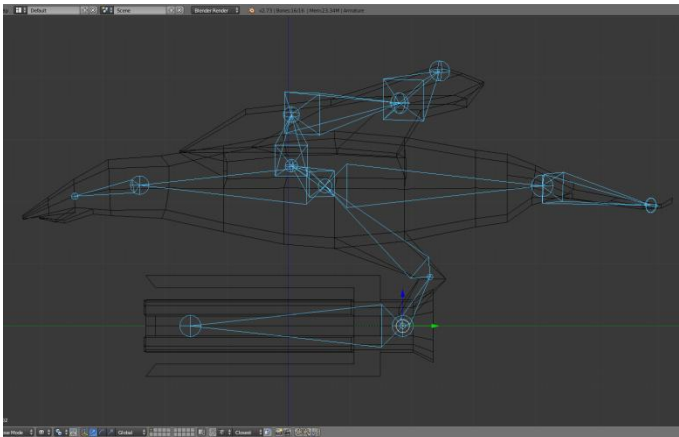

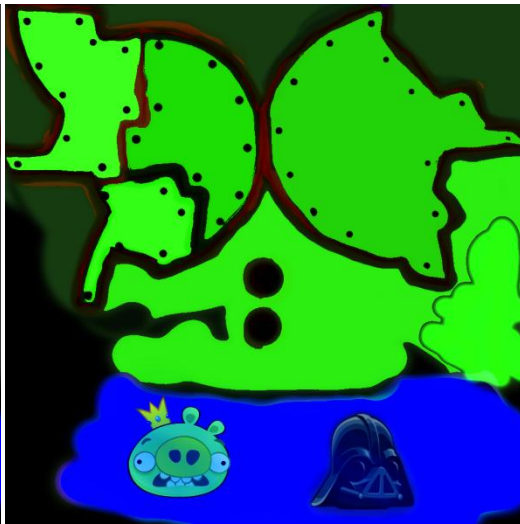- Enemy: 2 spheres (head and body), 2 planes (leaves)
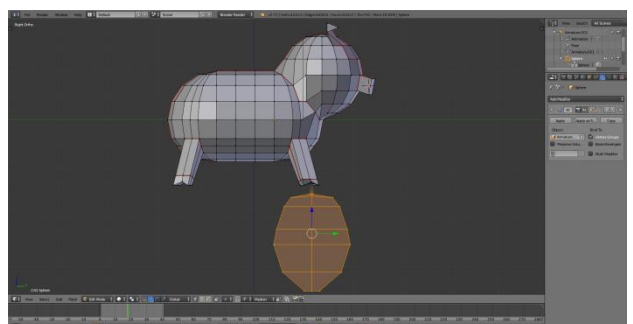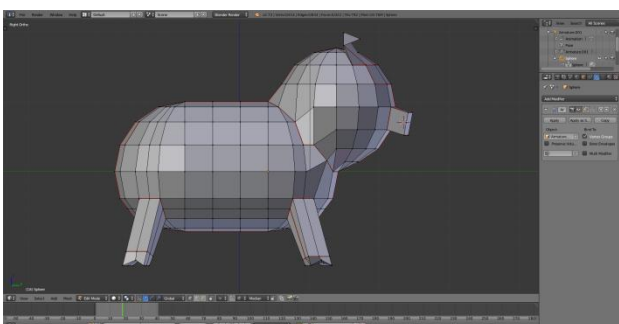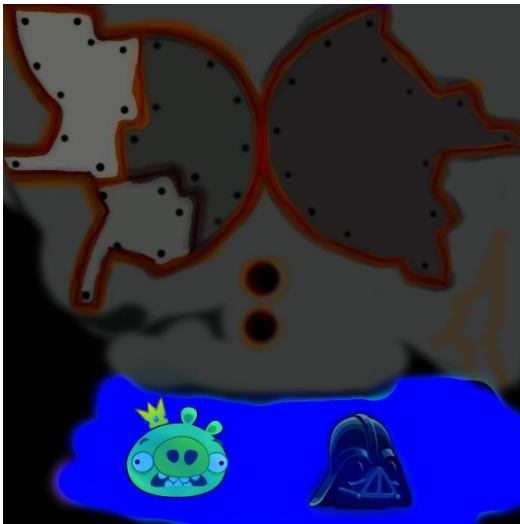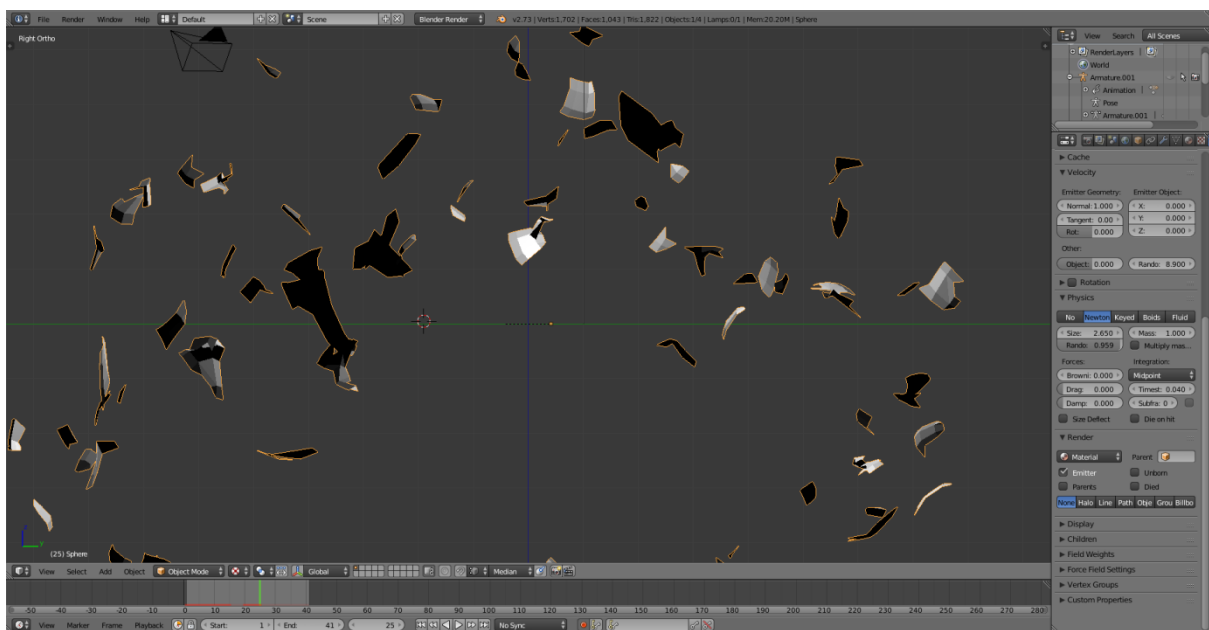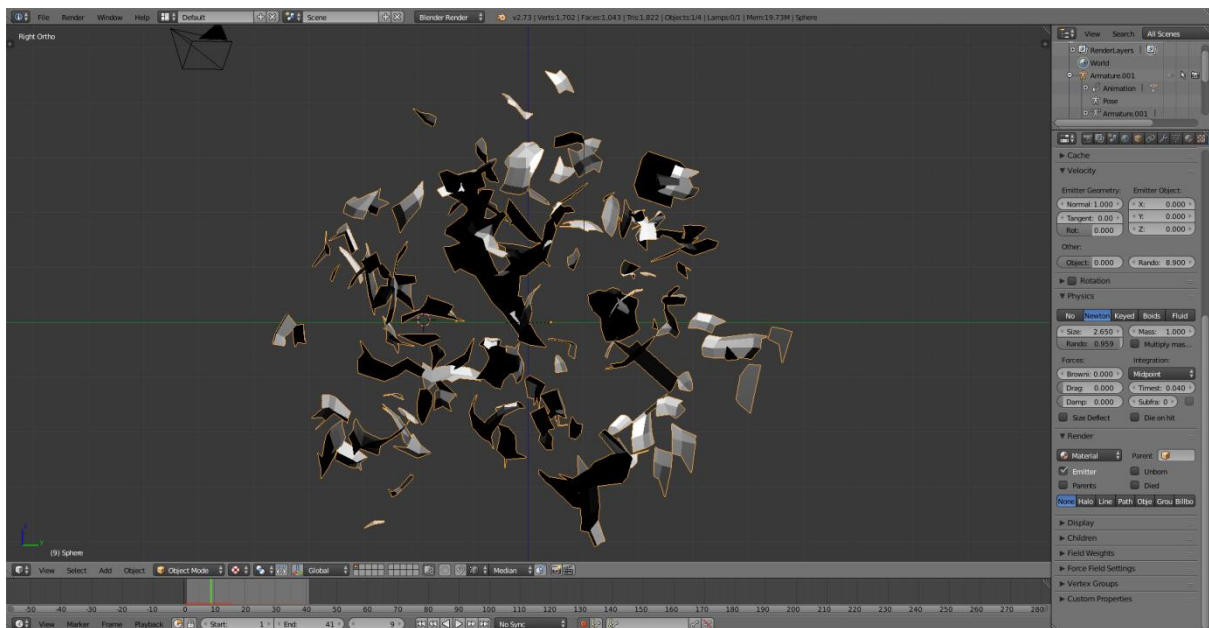
- Boss: 1 sphere

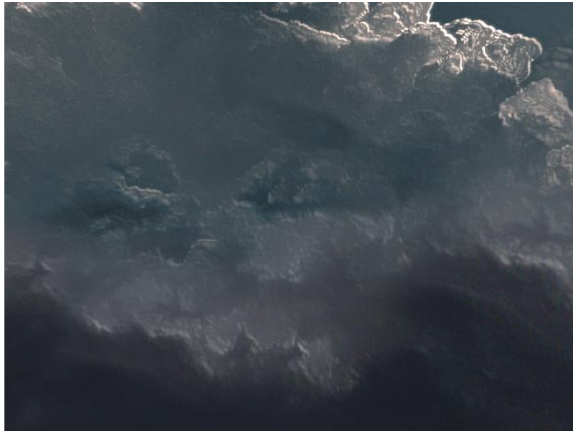- UV Mapping: Seams

- Animation: Flight

- Textures:
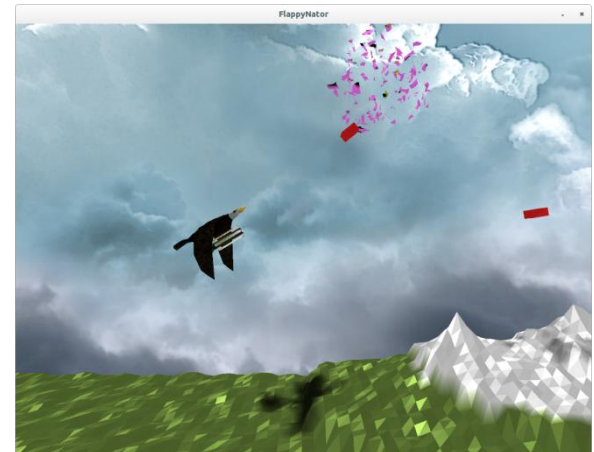
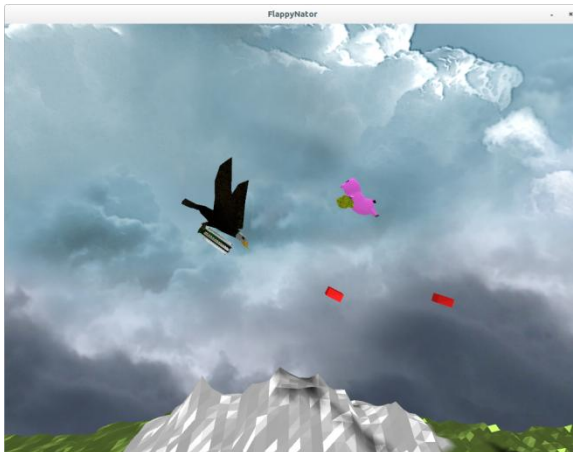- Model Disintegration: Particle Explode

Game Elements:

- Skybox and Thunderclouds (Sobel Operator for edge detection on original skybox)

- Bullets
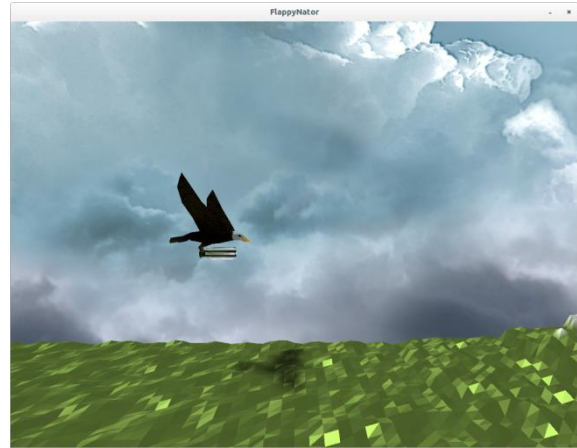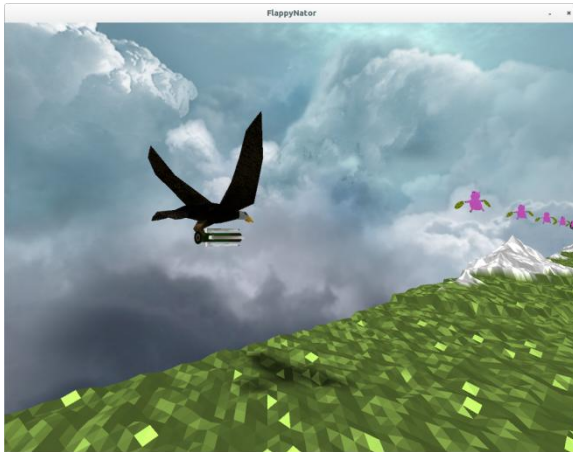

- Procedural Terrain: Perlin Noise

Control:

- Gravity and Flight

- Panning Camera

Shadows and lighting:

- Phong Model (Hard to capture on image)
- Shadow Map
    - Soft Shadow (Percentage Close)
    - Poisson Sampling