

Implementation Description

FlappyNator

Group 4

Peter Evers

Jeffrey Goderie

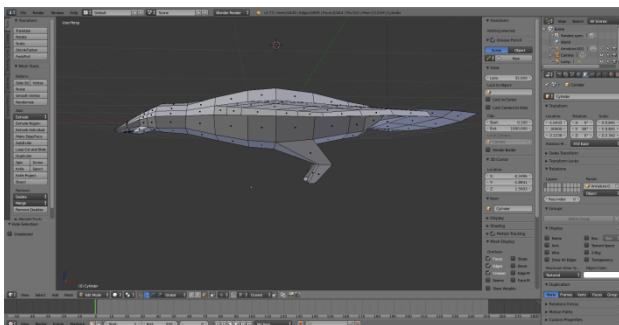
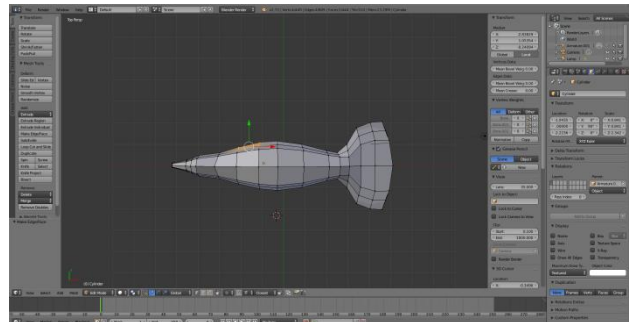
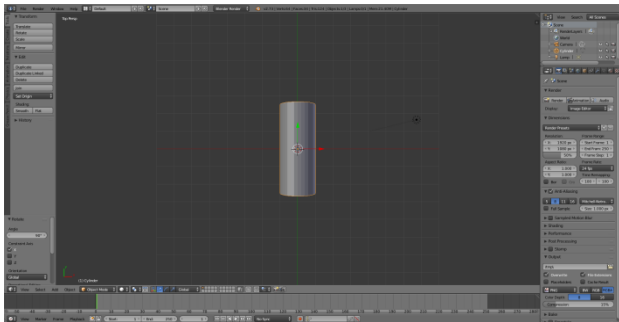
Maikel Langezaal

Edward Teng

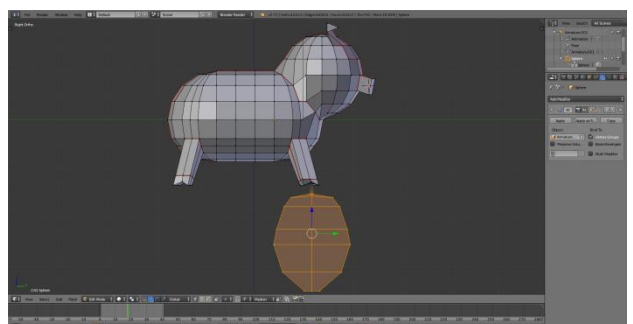
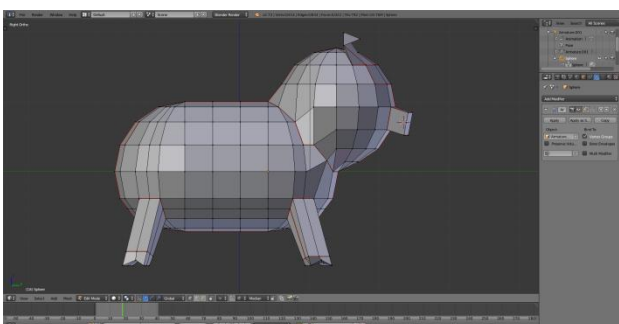
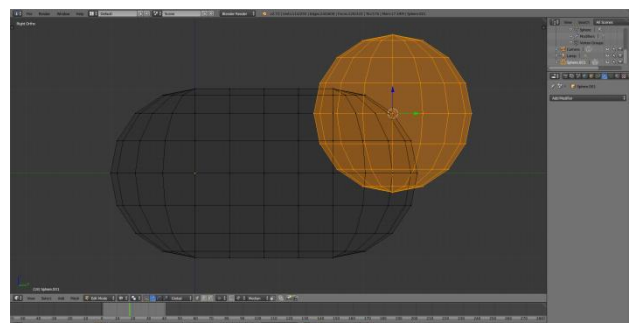
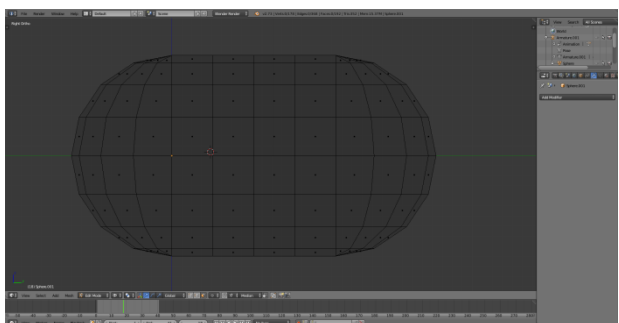
Tom Zwart

Models:

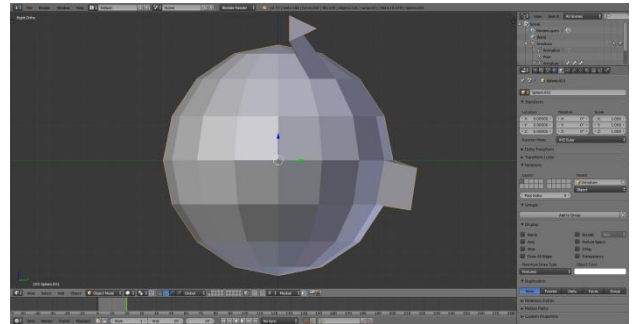
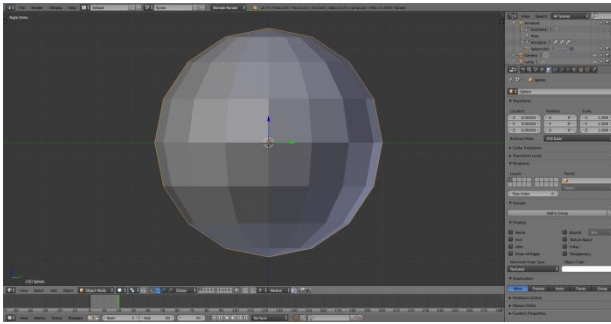
- Player: 2 cylinders (body and gun)



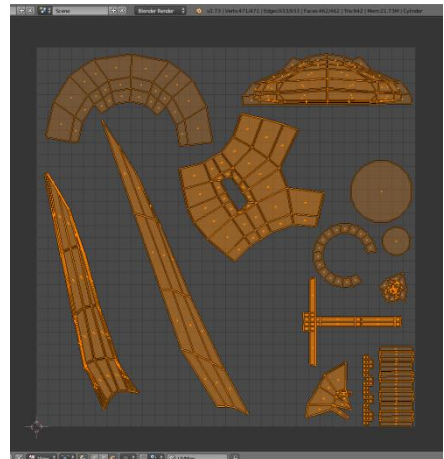
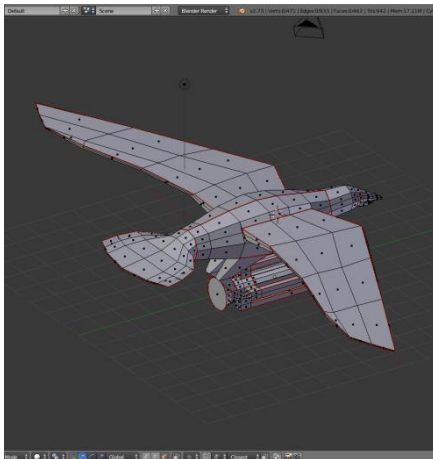
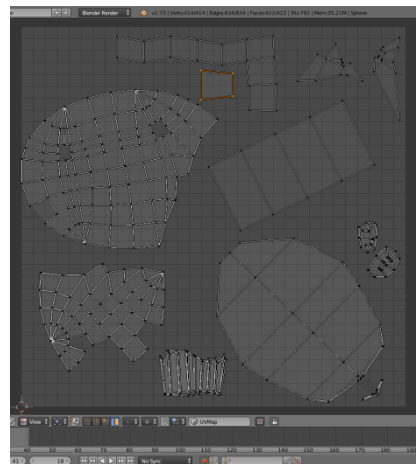
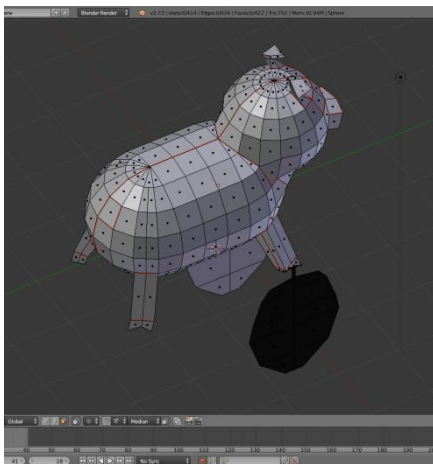
- Enemy: 2 spheres (head and body), 2 planes (leaves)



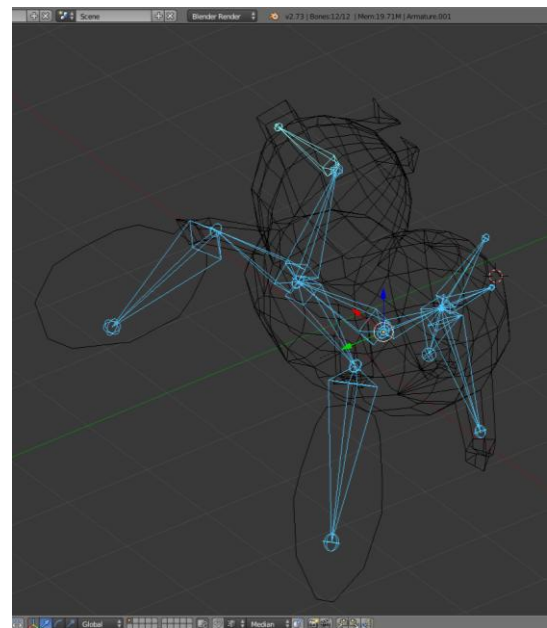
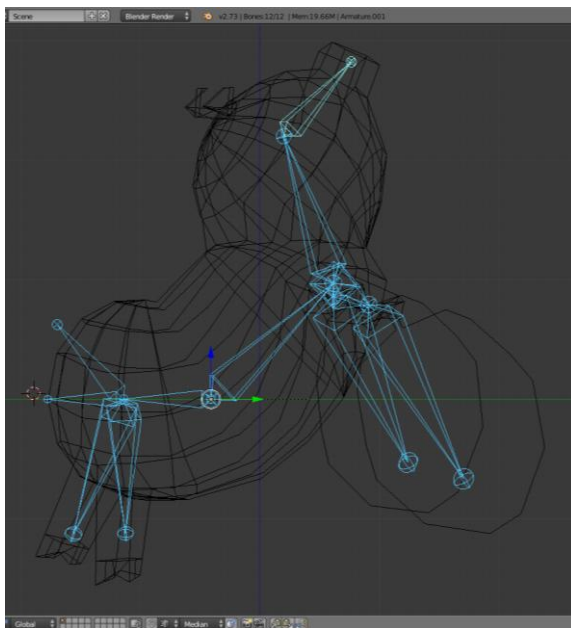
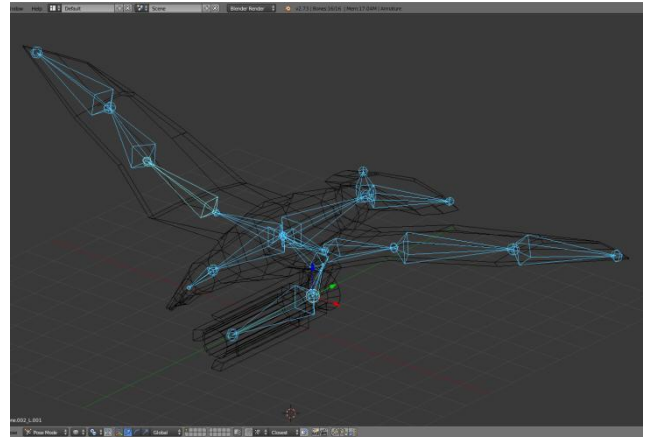
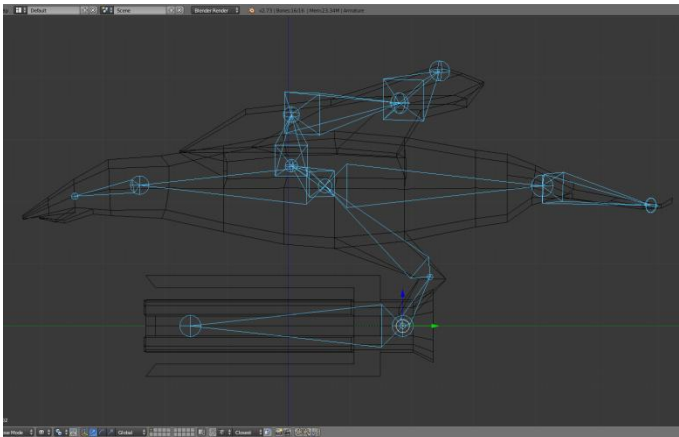
- Boss: 1 sphere



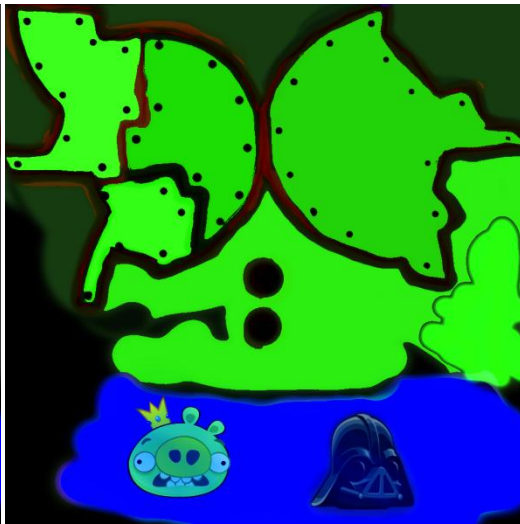
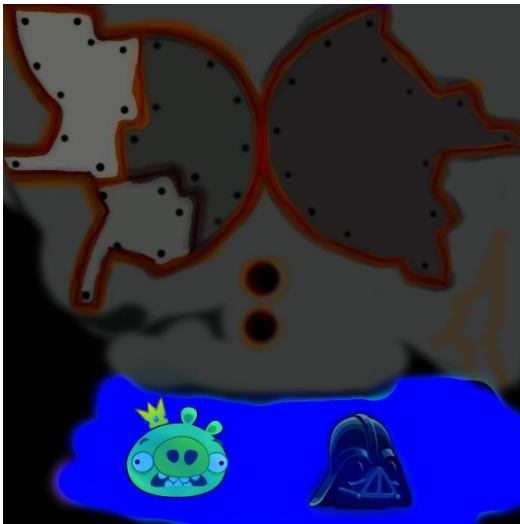
- UV Mapping: Seams



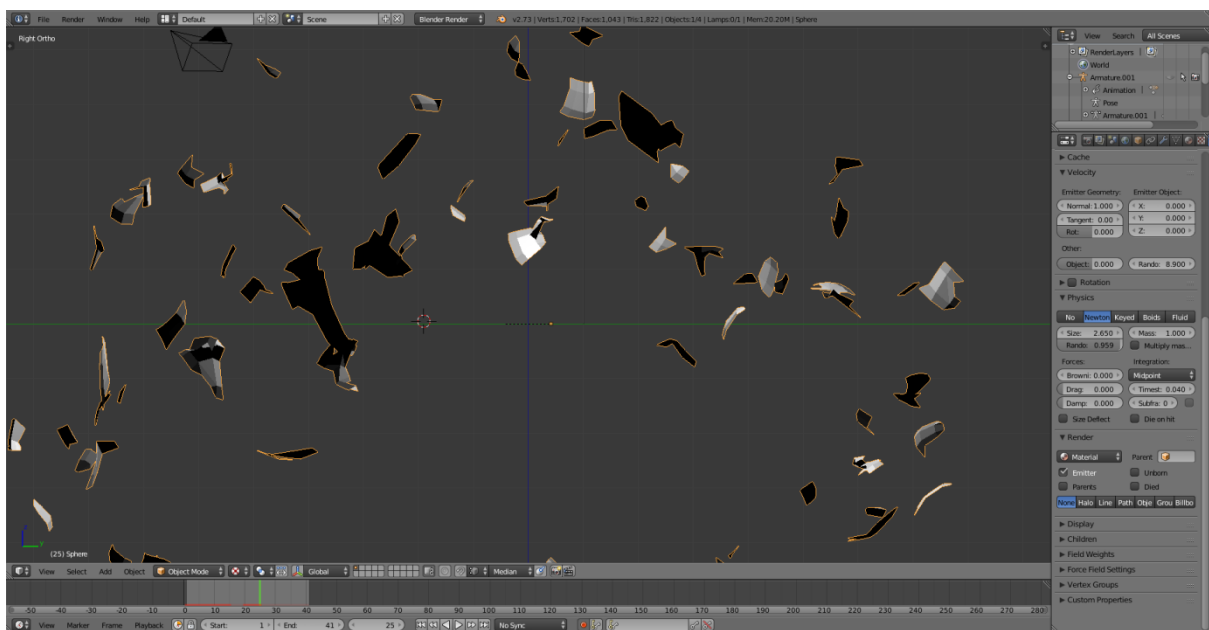
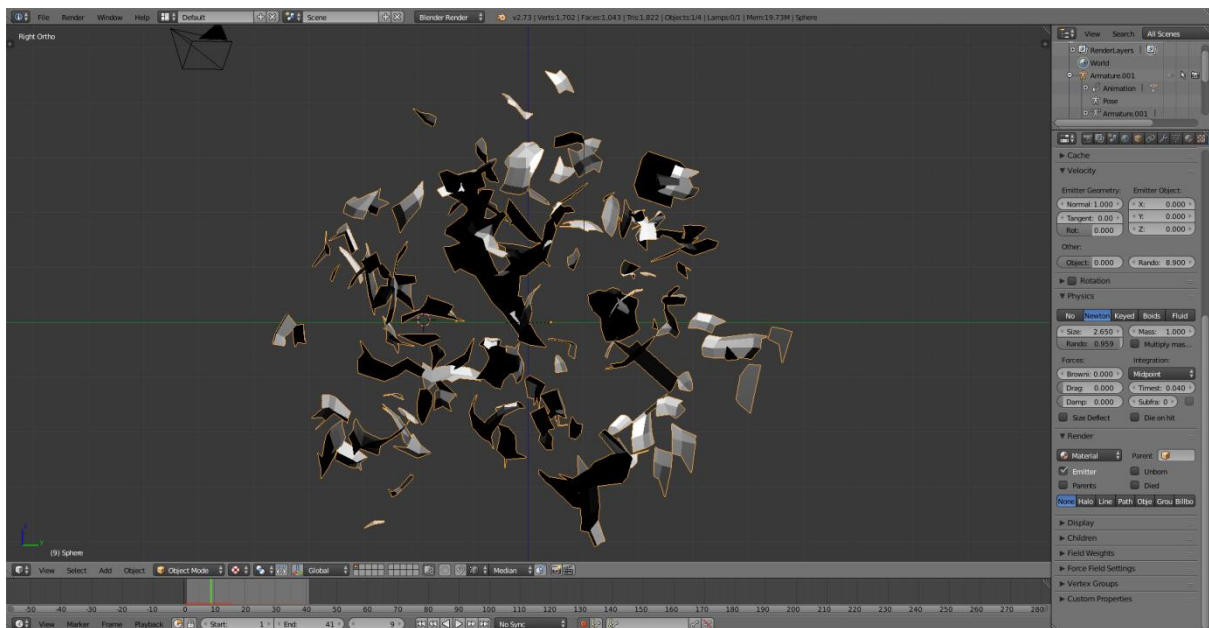
- Animation: Flight



- Textures:



- Model Disintegration: Particle Explode

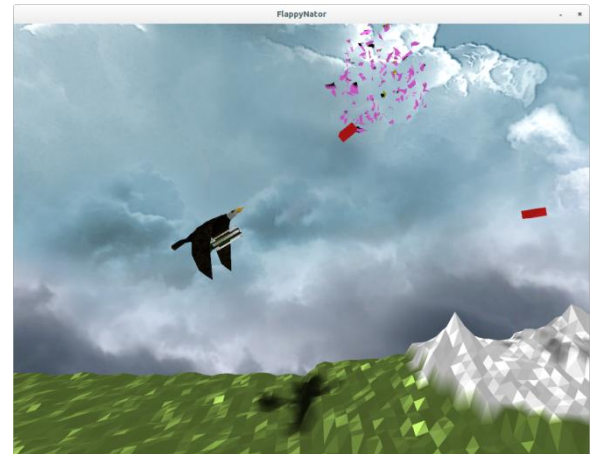
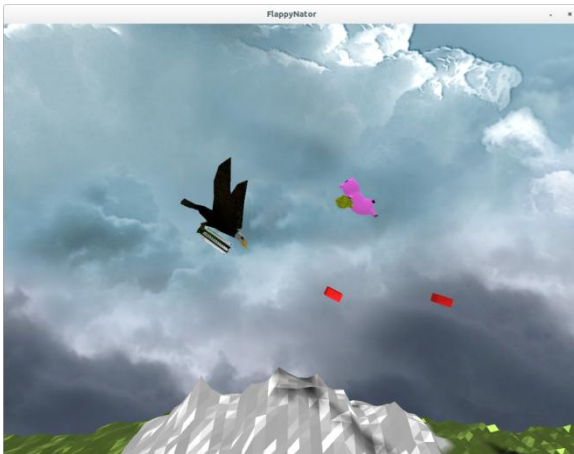


Game Elements:

- Skybox and Thunderclouds



- Bullets



- Procedural Terrain: Perlin Noise

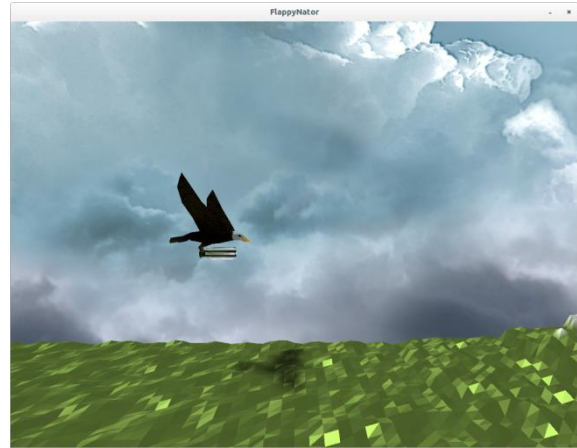
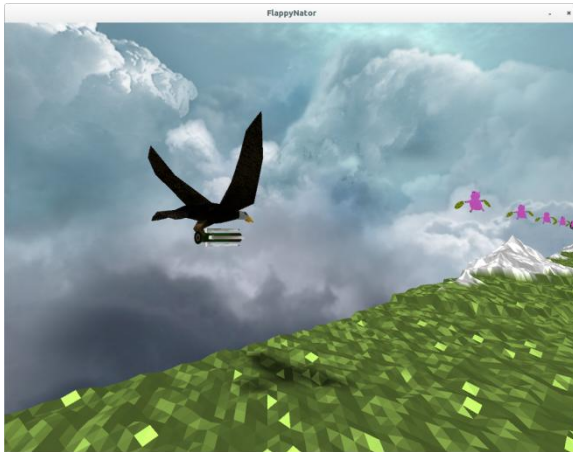


Control:

- Gravity and Flight



- Panning Camera



Shadows and lighting:

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

