COS30031 Games Programming Custom Project Report

Daniel Coady 102084174 04/11/2021

Contents

		oduction
		Background
	1.2	The Project
2		lementation
:	2.1	Front End
:	2.2	Back End
		2.2.1 Raycaster
		2.2.2 Enemy AI
		2.2.3 Collision Detection
		2.2.4 Multi-threading

1 Introduction

- 1.1 Background
- 1.2 The Project

2 Implementation

- 2.1 Front End
- 2.2 Back End
- 2.2.1 Raycaster
- 2.2.2 Enemy AI
- 2.2.3 Collision Detection
- 2.2.4 Multi-threading

3 Conclusion