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3D Gun Range

OVERVIEW

A 3D shooting game implemented in C++ with OpenGL. A shooting range environment with a target is placed, where the user can hone their shooting skills.

FEATURES

- Keyboard:
    - Move the target according to their required difficulty.
    - Move the gun to aim.
    - Fire the weapon.
    - Restart game.
    - Exiting game.
- Mouse:
    - Menu selection.
    - Camera movement for superior aim.
- Animations:
    - Firing animations.
    - Bullet trajectory animations.
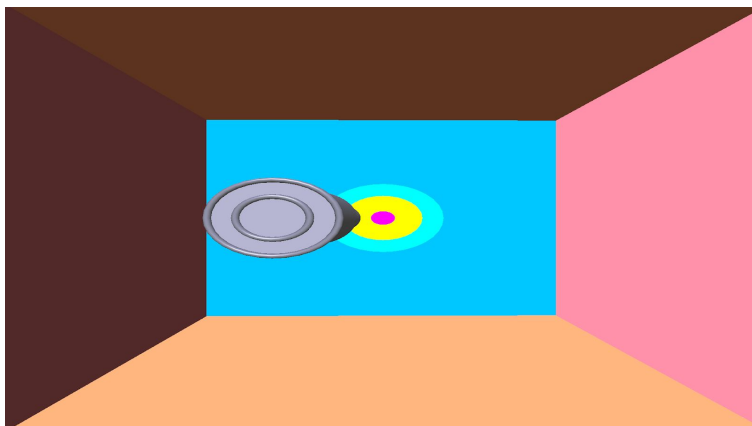   - Replay cam from different angles for feedback.
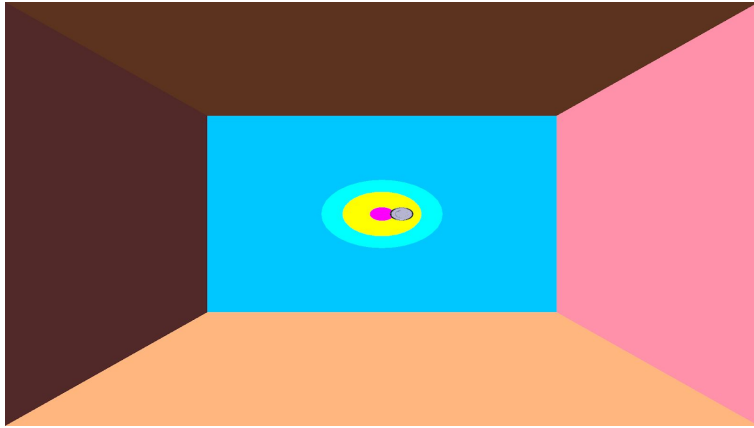
CONTROLS

- Use the mouse to move the camera
- Right click to show menu, can be used to start a new game or exit
- a: move the target to the left
- d: move the target to the right
- w: move the target closer to you
- s: move the target away from you
- j: change trajectory of firing to the right
- l: change trajectory of firing to the left
- i: change trajectory of firing to the bottom
- k: change trajectory of firing to the top
- space: fire weapon
- r: replay throw
- tab: toggle replay camera view
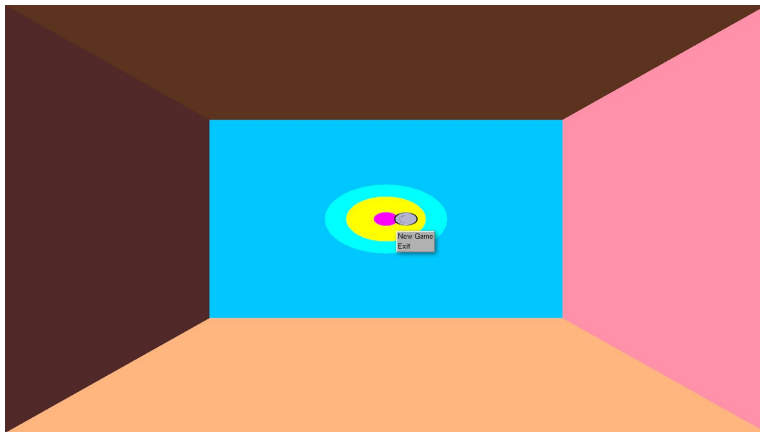- n: new game
- esc: exit game

SCREENSHOTS

New Game screen shows the target and the bullet:-

After shooting your target:-

Menu to start a new game or exit:-

REPOSITORY

- https://github.com/pranshumaheshwari/gun-range

REFERENCES

- https://en.wikipedia.org
- https://www.opengl.org
- https://github.com