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**Saksham Tanwar (170001044)**  
**Pranshu Maheshwari (170001035)**

## **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.

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## REPOSITORY

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

## REFERENCES

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