Project.   The main goal of this assignment is for you to use all that you have learnt so far in the course to do a a final project.

- **Email me the group partners and a one-paragraph description of the project by 18 Octobre midnight.**

- **You can pick a project on PC or Android; it is your choice.**

- **The grade you get will depend on the quality of your project. If you do not think of a nice project, you can do the following scene in OpenGL on PC; doing all the requirements of this scene given below will get you average number of points.**

  1. It consists of at least one room with four walls.
  2. The walls are bump-mapped.
  3. The floor and the ceiling is textured.
  4. There must be several .obj objects present in the room.
  5. There is at least one spotlight, and at least one point light.
  6. At least one object has cube environment mapping to see reflections of the scene in it.
  7. You should be able to walk around the scene with arrowkeys.
  8. You should not be able to walk outside the room.

Here are some ideas for projects:

- A animated water fountain in the middle of the room.

- A mirror to see one's reflection.

- A spot-light swinging from the ceiling.

- A semi-transparent ghost that suddenly moves towards the camera.

- An animated portal so that going through it transports to another part of the room.

- Raindrops falling from the ceiling.

- Cartoon-shading done for some objects.

- A pirates flag on top of a skull blowing in the wind.

- A museum room. Include artwork as texture maps. Include lights, benches, wood floors, rugs, doors, etc.

- A space ship flying over a planet modeled using procedural terrain.

- Build a simple car and a terrain or track it can be driven on.