Programing for graphics Assignment 2

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**Due date SUBMISSION DATE: Friday 28th April 2017, 12 noon**

The following assignment aims to demonstrate ability creating, 1. Cameras 2. Loading texture files 3. Loading 3D models 4. Shaders.

The aim of the game is to repeat the pattern shown by the colours on the screen/ The aim of the game is to keep up with the host as they give you instructions/

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Too easy for you? Test your coding skills with these super stretch challenges!

Adapt the program so that it adds the option for the user to choose the number of lights in the sequence, instead of the default 10.

Adapt the program so that the game is split in to “rounds”. After each round if the user got all the answers correct then the length of the sequence is increased by one.

Create a start screen where the user can input their name before the start of each game. When the user finishes the game, print out a high score table listing previous top scores. Hint The easiest and simplest way to save a variable (such as a high score list) to a file is to use the pickle module.

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References

<http://www.habboxwiki.com/Simon_Says>

<http://ninjagecko.co.uk/wp-content/uploads/2015/01/simon-says-0.2.pdf>