**CS 432 – Final Project**

Requirement Fulfillment Document

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| Component | How Fulfilled |
| 3D World | 4 – our world is fully 3D |
| Movable camera | 4 – camera is completely movable and turnable on all axes. |
| Additional camera | 4 – additional camera acts as a “security camera” for the cow; accessed by pressing Enter |
| All Object Texture Mapped | 3 – Most objects are texture mapped; we also implemented a skybox. |
| Light Source | 2 – We have 2 light sources, however only one object reacts to the lighting (the square in the middle of the hallway) |
| Animation | 4 – There is proper animation on the cow (spins), the door at the end of the hallway (opens), the donut (spins), and the bear “jump scare” (moves towards the camera). |
| Object Picking | 0 – No object picking |
| Dynamically Generated Objects | 4 – The bear is dynamically generated when the player steps outside the building. |
| New Geometry | 4 – The donut shape in the right room is new geometry generated from a parametric equation. |
| Advanced Mapping Concept\* | 0 - None |

\* This can be reflection/environment mapping or shadow mapping.