

Final Project CS:Video Game Head Soccer

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Abstract—This project is a video game based on OOP . For this project , I worked in c++ with openGL.So I will explain the process of the creation of this video game.

I. INTRODUCTION

The first part in the project was ,chosen the type of video game that I want . So I chose Head Soccer , because I love play soccer.The second part was , chosen the part of graphics to development the video game and the design pattern ;I chosen openGL because it has the perfect toolkit to develop my video game , and my design pattern is Mediator Design Pattern.

II. LEARNING PART

This was the part most important to develop the game,that was learned openGL , because it have the toolkit to do my game, so for me , is important that in the learning process the person develop the game with the basic knowledge , that is gain every time that proof some new.

So for learning the most basic was :

- 1.Library linker
- 2.Create a Window
- 3.Shaders
- 4.Textures
- 5.Transformations

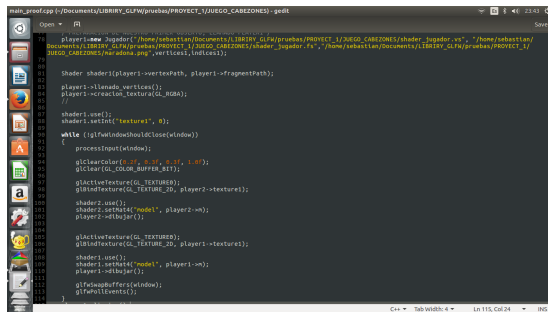


Fig. 1. Part of code ,loading a image

III. DEVELOP OF THE FIRST PART

The first part ,I started with the development of examples ,learning the topics that I needed to develop the structure of my game .

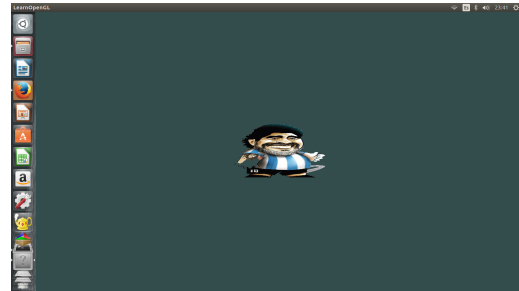


Fig. 2. Image that was develop like a first object in the scene

IV. DEVELOP OF THE SECOND PART

The second part ,I started with the development of classes in my game ,in separate parts;the joined all in a main , i get a structure like this: This structure represent the part of develop

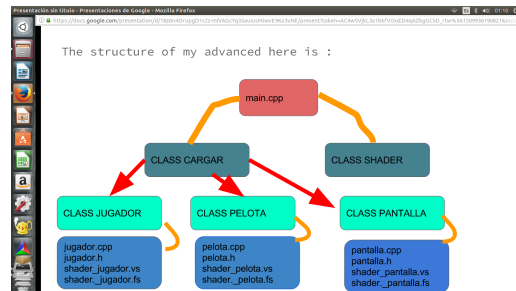


Fig. 3. The first structure that I get in my code

all my objects in scene.

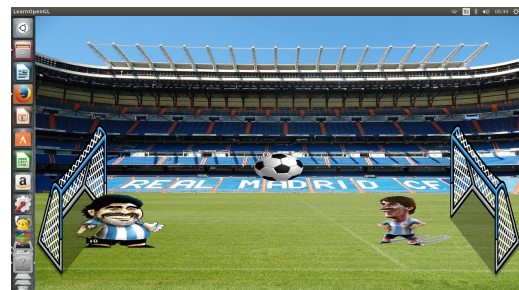


Fig. 4. The first structure that I get in my code