

OBJECTIVE

The student must apply and demonstrate the knowledge acquired throughout the course.

OPERATING REQUIREMENTS

For the correct execution of the project is necessary than we have this material:

- Visual Studio 2019 or 2022 community for Windows
- OpenGL version 3.3
- Files:
 - Models (folder)
 - Images (folder)
 - Shaders (folder)
 - SkyBox (folder)
 - assimp-vc140-mt.dll
 - glew32.dll
 - 316075189_FINAL_PROJECT_GP009
 - 316075189_FINAL_PROJECT_GPO09.pbd

All files must be contained in the same folder.



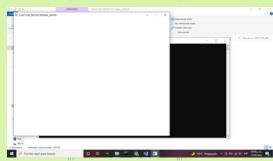
¡Let's go!

Since we verify that we have the material, we have to click on this file



Then we can view this window

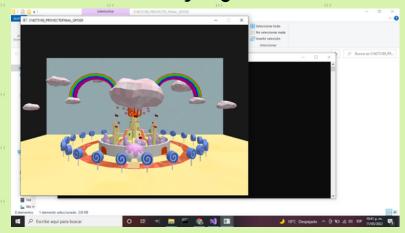




And you will have to wait approximately 3 min while it loads...

Now we welcome you to:

"Candy Kingdom"





Your camera is guided by your mouse, so you can control what you want to see, and then I'll tell you how to move around "Candy

"Kingdom" "

CYou will control your movements with the next keys:





- W-Fromt
- S Back
- A-Left
- D-Rigth

Try it for a few moments and you can take the control, you will have a better control of the camera.



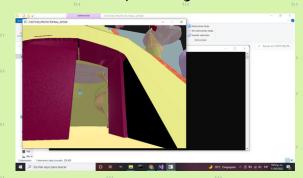
Now, you can stand at the castle gate and press the "O" key







The doors will open for you





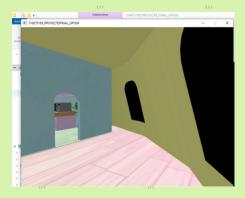
Inside you can see some stairs that will take you to the first floor





On the first floor you will see a room, which is the laboratory of the Princess Bubblegum.





The door will open in the same way as the first, that is, by pressing the "O" key. When you enter the lab you will see many things...

You will see that the laboratory has books, laboratory material, a kettle, a microwave, a blackboard, a cart, a shower and finally, the home of our friend "Science"...

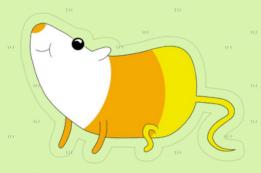


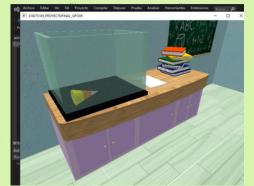




HELLO!

I am science, and you can see me inside my house but be careful," because if you press the keys 1, 2 and 3 I can move and escape from my house.









Now you can explore "Candy Kingdom" as much as you want, have fun!





