

Ball Shooter

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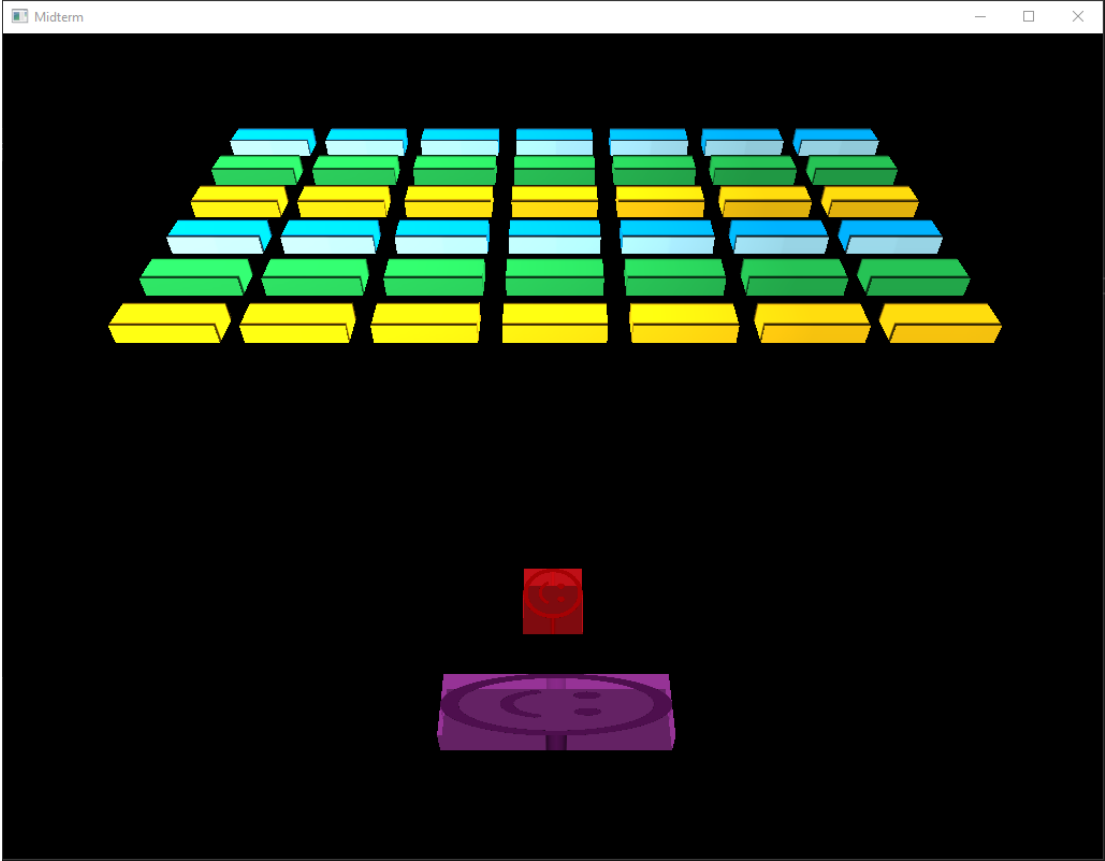
Table of Content

- The game renders to a window with dimensions 1024x768
- The viewer's point of view is 3/4 and static, over a Perspective Projection.
- A single Arkanoid level.
- When the project starts the game starts after 2.5 seconds.
- 6 full rows of 3D bricks of various textures next to the top of the screen.
- A platform at the bottom, that has two textures.
- Over the platform spawn a red cube with two textures.
- When user presses Space, the sphere starts from the surface of the platform and moves up.
- Chrome material is added to all objects.
- A light source is present that moves back and forth and changes colors.
- The reflection of the light is visible on the bricks
- When the user presses Escape, the game (application) exits.

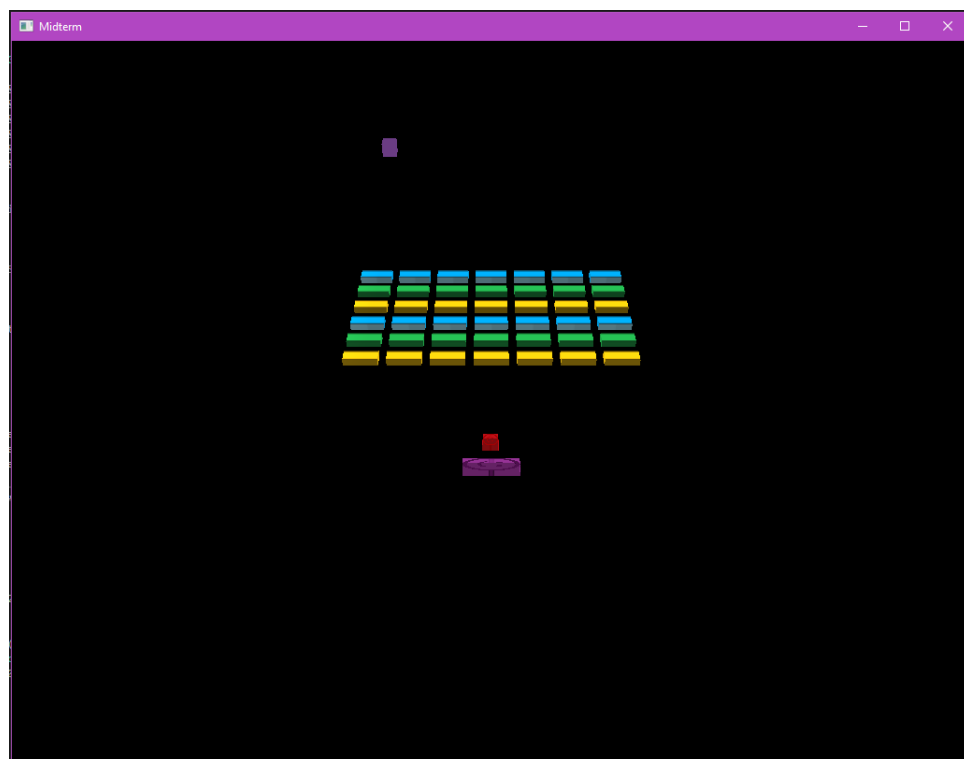
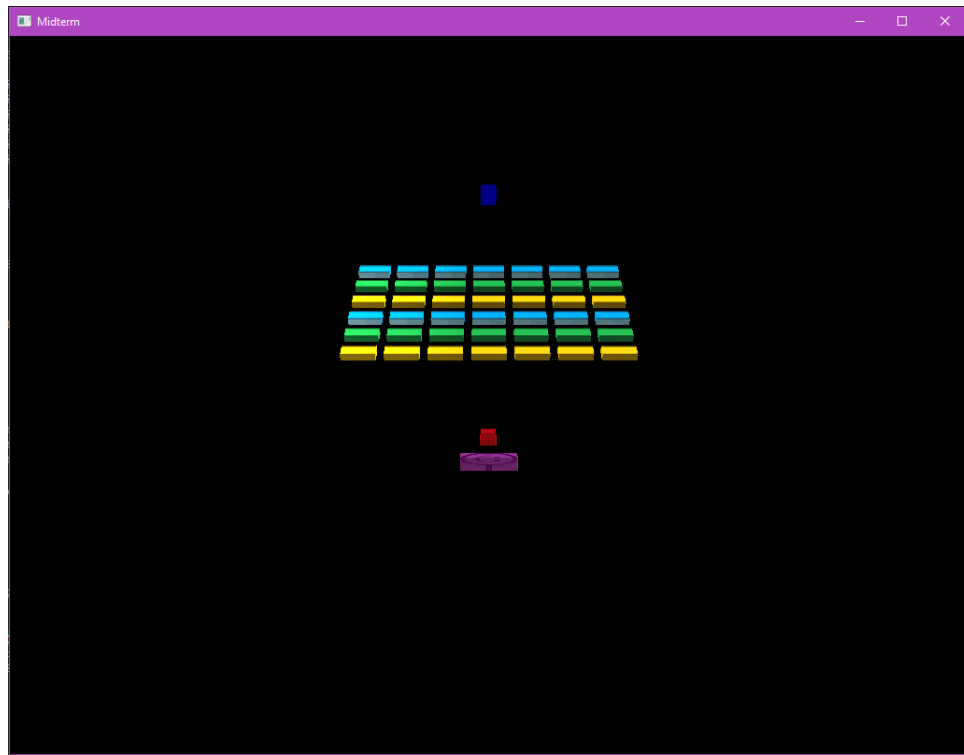
The level starts in proper dimension window 1024x768.

A single level with 6 rows of 3D bricks of 3 different textures.

A paddle with TWO TEXTURES that has a RED ball with TWO TEXTURES on it.



The level has a light at the top that moves and changes colors.
The reflection is visible on the bricks.



The Game will not start until 2.5 seconds after the launch.
Pressing SPACE launches the ball up towards the squares.
Pressing ESC closes the game.

