



Project Report

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PROJECT SUMMARY

Project Update

Working on the project. Now I'm working on defining 3D model of Characters, using the same way of SpiderGL loading the car 3 D model file in Chapter 6. (Using Meshlab to produce obj file)

Goals

Build a game with an kind of fair tales: a prince .goes along all the places, fights with beasts, picks up magic tools and finally rescue an beautiful princess

Solution

Based on “Envy my car code”, modify the original car character to Characters princess and prince.

Challenges Outline

1. Creation for characters: A princess and a prince
2. Collision detection:
 - Between Characters and generate communication sentences
 - Between Character and scene objects
3. Lighting effects:
 - Variation of lighting effects in different time/scenario

