

# Final Project Proposal

## CSCI 5229 - Summer 2018

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I am planning to create a Car Driving Licence Test game in OpenGL with enthralling surroundings. The basic idea of the game is for the car to avoid obstacles on the road. The user shall avoid obstacles using arrow keys, including the speed control. Upon collision, I plan to notify the user and end the game. This screen will also have options to either quit the window or replay. At the end the game will notify if the test was passed or failed.

To make the project more complex and appealing, I am planning to:

- build various objects in the project without using pre-built GLUT objects like trees, obstacles, grass, buildings, Street signs etc.
- Add textures and lighting to the scene

Stretch Goals:

- To add night and day modes
- To provide options to user to select from different backgrounds and obstacles

I aim to have the initial menu, the obstacle detection and appropriate action built by the first review and work on the completion by July 4<sup>th</sup>.

Super Stretch Goals:

- I am planning to provide the user with a menu to choose from two different games, one game being the Car DL Test game, the other game would be "Bowling Game"
- For the "bowling game" I am planning to implement the ball's view as the firstperson view, so I would have to work on how the ball rolls till the pins. And I must work on how the pins will be refreshed and how to declare a strike.