KUTRIS

Begüm Şen, Berat Karayılan, Sinan Cem Erdoğan

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INTRO TO KUTRIS

02.

THE CONCEPTS THAT WE USE

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GAMEPLAY

KUTRIS

01.
Reference Images

Players will be given a reference image such as a house, heart and the user will need to complete it using the variously shaped blocks which will fall from the top of the screen as the game Tetris

02.
Score

For every correctly placed blocks the player will gain +1 point. If the player places a blocks into the wrong place then the player have 2 points reduction.
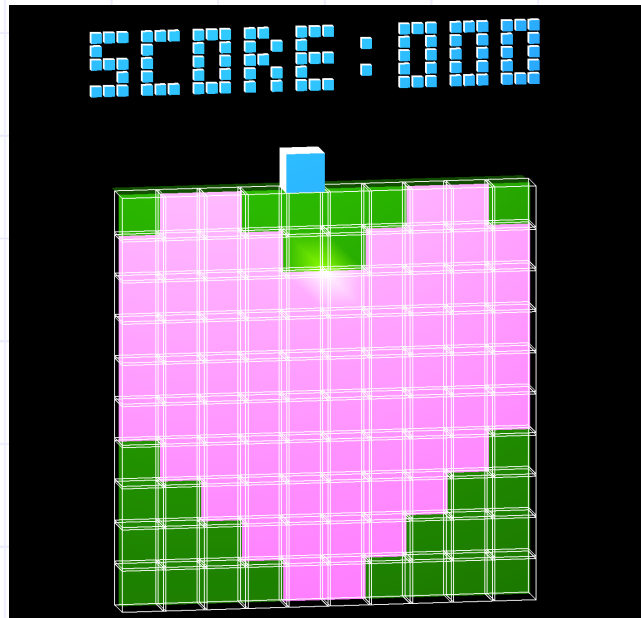
03.
Play Again?

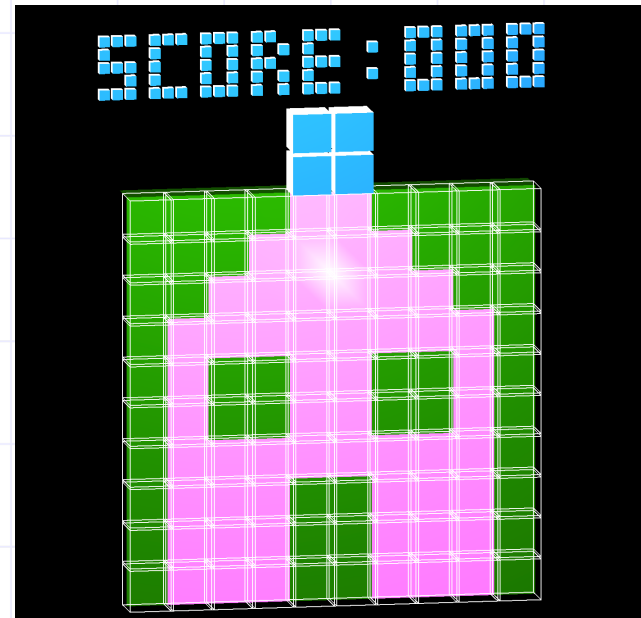At any point in the game the user can surrender by pressing button E.

04.
Erase a Block

The user will have 5 chance to erase a particular cube in the blocks by clicking on it.

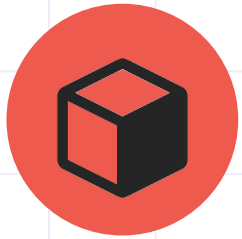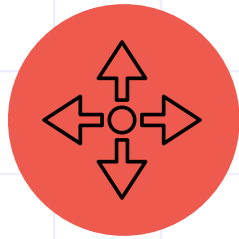# REFERENCE IMAGES

SCORE:000

HEART

SCORE:000
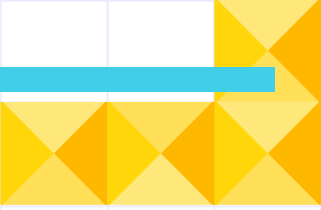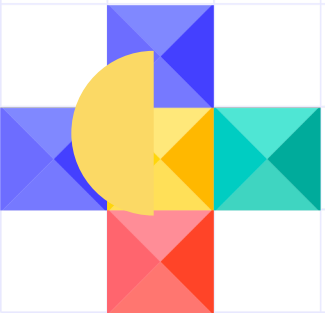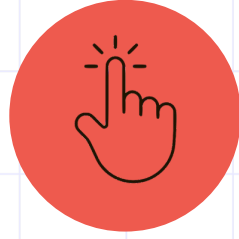
HOUSE

THE CONCEPTS THAT WE USE

BASICS

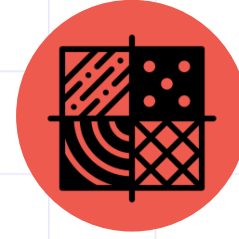To draw the objects, we used shaders, 3D modeling.

TRANSFORMATION

To translate and rotate the blocks, we use model view matrix.

INTERACTIONS

To select which cube in the block to erase, we used picking. Also we used picking to imitate a Play Again? Button. As for all of the other functionalities, we used key interaction.

TEXTURE

At the end of the game we covered the blocks with texture to see the correct places of the reference image.

SHADING

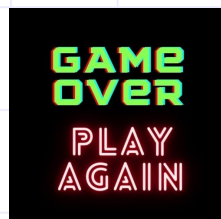We used different shading options for players to enjoy.
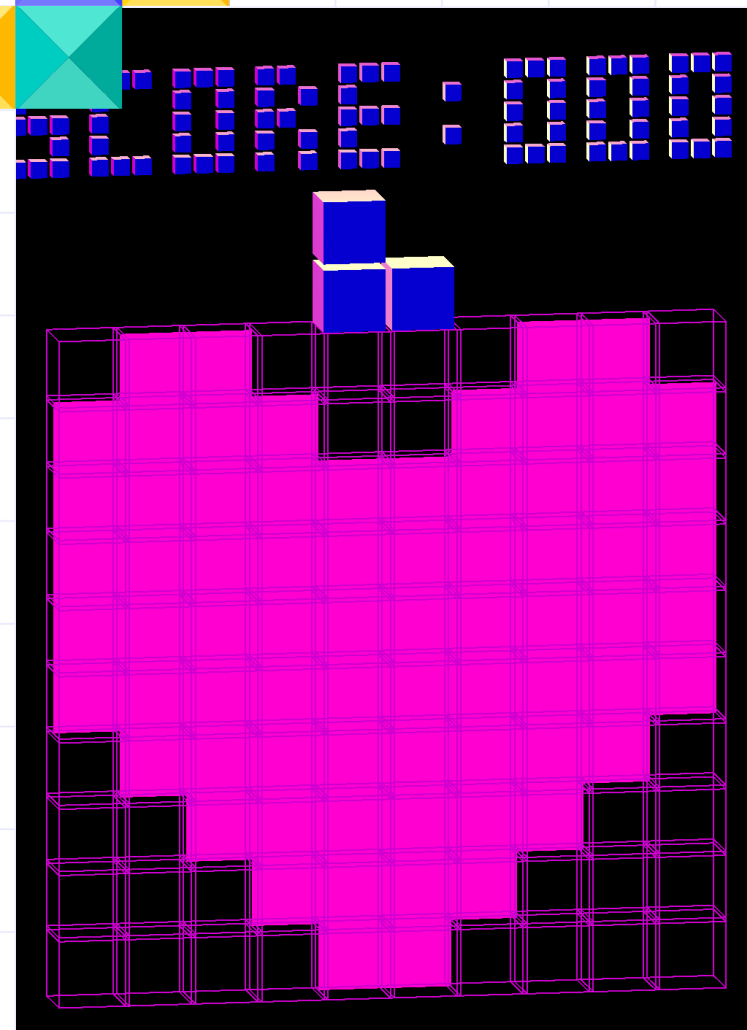
GAMEPLAY

E — END THE GAME

◄ ► — MOVE THE BLOCK

▼ — MAKE THE BLOCK FALL

ROTATE THE BLOCK

GAME
OVER
PLAY
AGAIN — RESTART THE GAME

SCORE : 000

THANKS !