Basic requirements

flat ground

3D rendering objects

direction light with 20% ambient light for trees

10 Animation butterflies

one user butterfly

camera change with user butterfly

key movement for user butterfly

display screen splash for screen shot of program

play background sound

play a sound effect when the butterfly flaps wings

render a sky dome the covers the entire scene

For every 3D object rendered, use frustum culling.

butterfly collision with tree

butterfly collision with insects

butterfly collision with animation butterfly

health bar(change with certain time in game. When it is 100%, game over)

heads-up butterfly billboard display

extra features:

Game mechanism: the user butterfly hunts insects which are attaching on the tree limbs. When it hunts successfully, it will earn a red heart above the health bar. It also play cheering sound at the same time. When health bar is 100% red, game over. It displays game over picture and plays game over sound.

Upload video on Youtube

I have uploaded it successfully. It's so big(240M). It still processing by the website. It costs some time. I will email you the address when it's available.

position sound for some 3D objects: the background sound and game over sound are original sounds. The butterfly flapping sound and cheering sound are position sound, which are base on the user butterfly position.

Fog technique used when rending trees