

## Final Project

In your project you will implement a 3D snake game based on the previous assignments.



### **Requirements (80%):**

- The player can choose to see the world from two points of view (you may choose to render both simultaneously on two different parts of the screen):
  - 1) From top, moves forward in constant velocity, rotates or moves right and left to keep the snake in the frame.
  - 2) From the snake point of view
- Obstacles: walls or boxes on the scene that the snake must avoid
- Prices: Objects that when reached gives extra points or special abilities for the snake
- Texture on every object and lighting (ambient, diffuse, specular)
- Floor and end cave on it (the snake must enter the cave due to finish the level.
- The snake has initial velocity. Its direction (but not its size) can be change by arrows
- The entire snake must be inside the frame during the whole game
- You must use Collision detection and Skinning you implemented before
- Readme file

**Additional Points (Up to 20%)**

- Moving obstacles
- Special snaky locomotion
- Water
- Fog
- IK
- Shadow
- GUI
- Sound
- Snake skin example by normal mapping
- Your ideas

**Submission in pairs to the submission system or by email. Make sure you don't forget to add all I need to compile the project in VS15 or VS12. Add instruction in the readme file.**

**Submission date 2/8/18 No extension!**