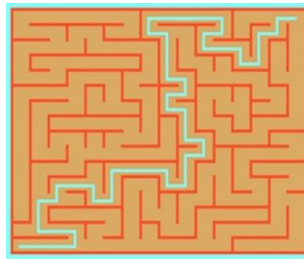


# MazeGame



## Game Track

CS360A: Introduction to Computer Graphics

Instructor :-

Vinay P. Namboodiri

By:- Group-6

Anirudh Agrawal

11098

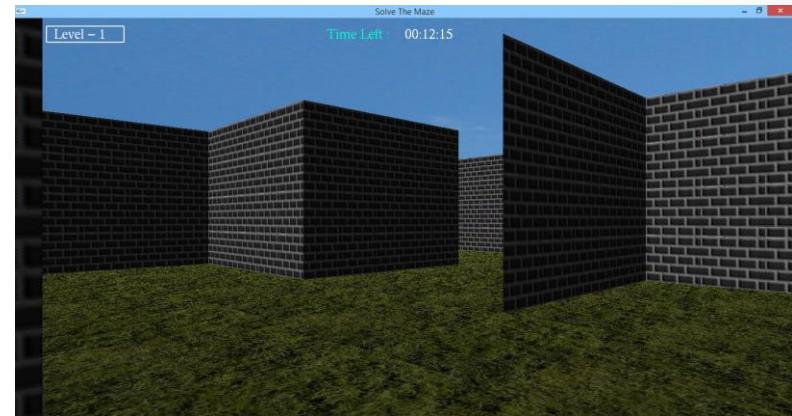
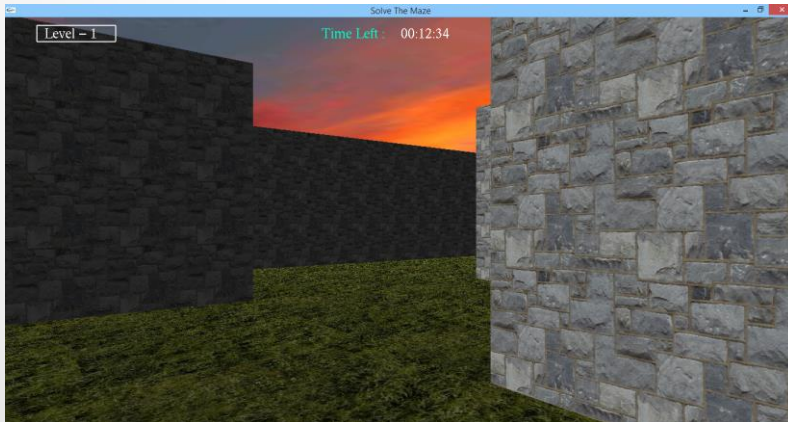
Vivek Kumar

11821

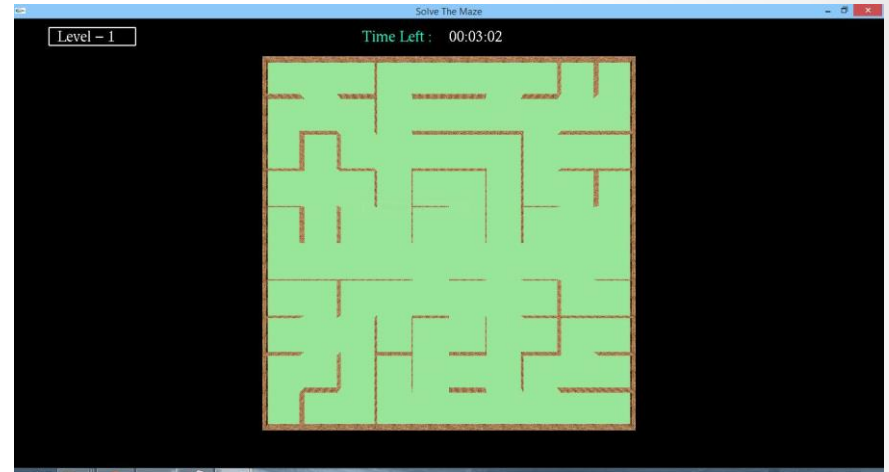
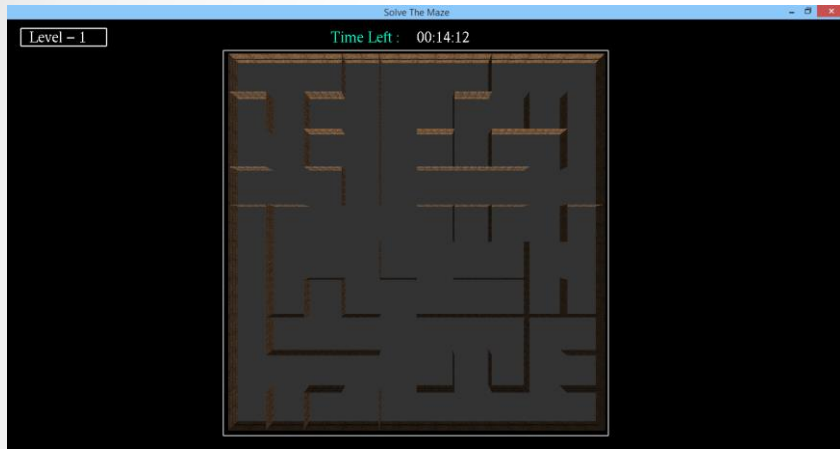
# Features

- Different Game levels and world( Random Maze, different Sizes )
- Lighting (Sun rotation, Spotlight, Ceiling Lights)
- Textures (Walls, ground, sky)
- Object Loader
- Navigable Camera
- HUD
- Background score and timer
- Screenshots feature
- Animation (Rain)
- Mapview

# Different Game levels



# Map View



# Lighting



TORCH

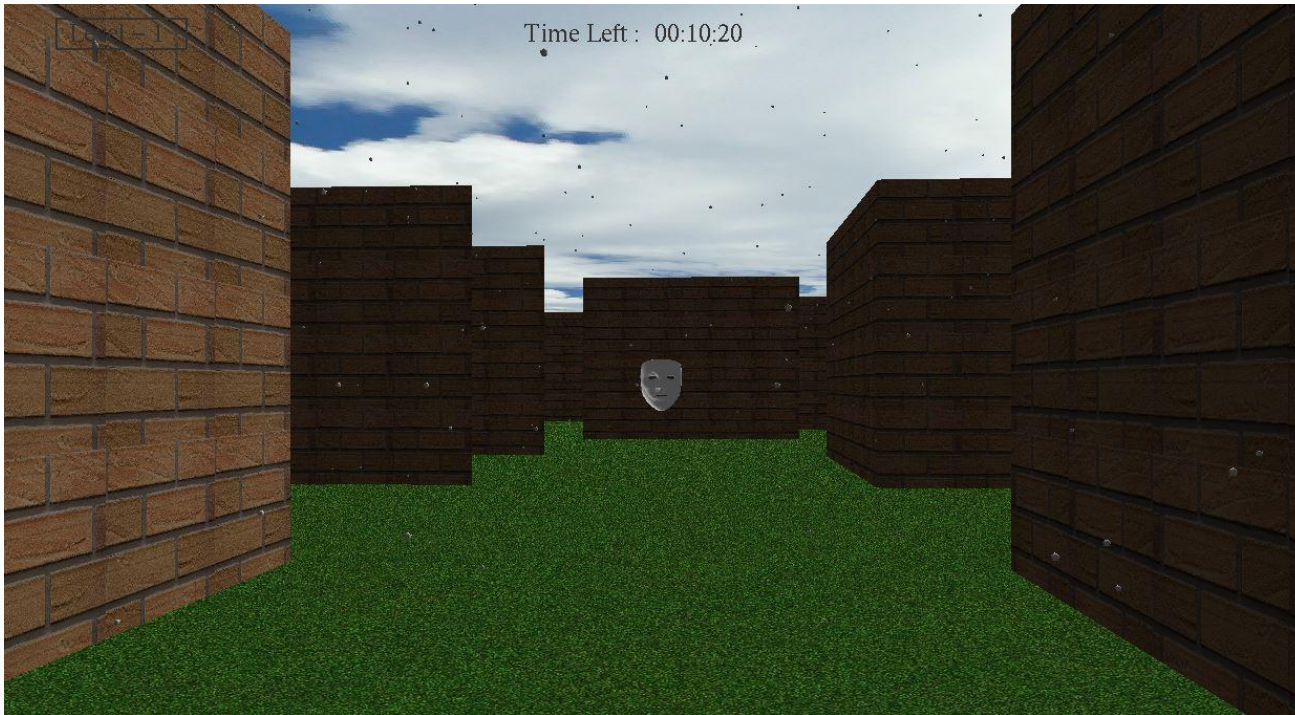


Ceiling Lights



SUN

# Model Loading



# Sun Rotation



# Raining





# Bonus Powers



Unfogged Mapview

Pass through walls

Level - 1

Time Left : 00:00:00

TIME OVER YOU LOSE!!!



# Tools and Libraries

- Microsoft Visual Studio 2013 (Visual C++)
- GLUT - The OpenGL Utility Toolkit
- GLM - OpenGL Mathematics
- FreeImage

# Questions

Thank you