

## **Lab1 Modifications – CSC 476 Spring 2007**

*Posted 4/3/07*

Please have the following done by Monday April 9<sup>th</sup>, 2007. This will be considered your lab 1 (you are welcome to complete all the requirements set out in the original specification, but these are the only criteria necessary for a grade on Lab 1):

- 1) Ground plane
- 2) Game objects need only be read in an stay stationary (they do not need to move) – still read in a .m mesh file and still compute its bounding box based on its random location in your world, but it does not need to move. Location should be somewhere on your ground plane.
- 3) Game player – all movements as specified except you do not need to do time based movement
- 4) Game scoring: Just keep track of the number of game objects hit – display this number using bitmapped fonts – you do not need to include fps, or time elapsed calculations

You **do not** need to do:

“animation”/motion of the models

time based motion of the models and camera

no time elapse computation nor fps