CSC 476 – Lab 4 – May ?, 2007 <ROUGH DRAFT – posted for your interest ONLY>
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Simple game including time based movement, textures and view frustum culling

Please note that this lab should be completed **individually**! You may talk to one another about the lab, but you may not look at someone's working code!

Implement all of the requirements specified in the original Lab 2 with the exception of the multi-texturing (but do include texturing to make an aesthetically nice world). This means create a world with moving game objects (moving using time based motion), which includes collision detection. Please increase the size of the world and the number of game objects significantly (try 50 game objects). Also include in your world, some simple obstacles scatted throughout. Implement view frustum culling to remove any game objects not in the current view frustum. Though not required you are encouraged to use any multi-texturing techniques you'd like and you are highly encouraged to include your normal mapped models.

Learning Objectives
o   Learn to about **time based motion**
o   Learn about **view frustum culling**

•   **Grading and Due Date**

You must **demo your program in lab on May ?.**

•   **Programming Design and Implementation Requirements**

1.   Generate a simple game with time based motion with many game characters which includes view frustum culling
2.   You need to implement a HUD which includes a top down view of what is being rendered to demonstrate that the view frustum culling is culling out game objects not in the frustum.