

Flourish

Gameplay, Effects:

Camera

The player is flying a paperplane that can be seen in front of the camera over a grass landscape. Steering with the mouse is implemented and the speed can be increased and reduced with the cursor-up and cursor-down keys.

Airspace height is limited, as soon as the plane hits the ground or reaches the maximum height, the plane will level and cannot go beyond those limits.

Moving Objects

The animation of the flourishing flower hasn't been implemented yet and we have problems with the modelloader (you may or may not see a flower, some pcs load it, others don't) so for now to be safe, the flower is represented by a cube. As soon as the plane hits the "flower-cube", the "flourishing animation" is the cube turning around its center. Since this is the win-condition, the plane will stop and the level is finished.

Textures

All objects so far are textured.

Lighting

We use one lightsource (the sun) as a point light source (parallel lighting). The specular lighting can be observed best on the grass.

Technical implementations:

For texture-image loading we use DevIL.

Most of the objects are still hardcoded. Future models will be integrated into the game using Assimp, some corresponding code already exists, is not used for the gameplay.