

Ribenji

Feedback implementation:

Better player movement: Instead of applying impulse forces, a linear velocity is now used to control the player movement much easier than before.

Extra Features:

CPU Particles System: To make the game more enjoyable to play, particles were implemented. When the player moves, he leaves blood stains behind to symbolize the bloody path he is taking to get revenge for his family. This effect was implemented with the help of the following website.

Particles using Instancing: <http://www.opengl-tutorial.org/intermediate-tutorials/billboards-particles/particles-instancing/>

Hierarchical Animation: Windmill and watermill objects were implemented with hierarchical animations. Each object consists of two separate meshes. The base mesh holds the model matrix (stand) and the second mesh (wheel) makes use of the base mesh model matrix and only rotates around itself.