

Video game

x86-compatible vehicle shooter with top-down perspective.

Task description

Program physics for movement and collision between objects

Multiplayer through split screen

Model and texture vehicle

Control vehicle by mouse and keyboard or gamepad

Challenges

- Load Wavefront .obj and applying textures
- Collision detection and handling
- Split screen
- Gamepad implementation

Technology

- C, OpenGL, XGU, X11
- Software:
 - gedit
 - Blender
 - GCC
 - GIMP
 - Inkscape
 - Git
 - Ubuntu

Result

- A game for GNU/Linux
- Up to four players
- Collision detection
- Event handling



Further development

- Sounds
- AI opponents
- More vehicles and features
- Improved graphics and maps
- LAN support – multiple modes
- Other OS
- General optimization