

Millersville University Department of Computer Science
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CS375 Graphics Assignments
Laboratory Assignment Three

CS375 Graphics
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1. Do everything from Assignment #2 and add:
 - o A weapons class with 4 or more weapons with each weapon should have different sounds
 - o You can use the sample GunClass Demo of 3D models of weapons with the gun sounds.
 - o Position one of the weapons in front of the view in the correct position as the user moves around the world.
 - o Be able to switch weapons with F1-FN keys (infinite ammo).
 - o Shoot the objects in the world with CheckRayCollision() calls, have them die.
 - o Have radar come up on screen at startup (to see all the opponents).
 - o Play a background sound while the user moves around
 - o When you die, re-spawn in random locations around the world.



Good Luck