

CS475 3D Game Programming and Computer Animation  
Roger W. Webster, Ph.D.  
Department of Computer Science  
XNA Game Programming  
Assignment One

Make a simple fly around shooter example with the MU starter App. Download it here:  
<http://cs.millersville.edu/~webster/gametechnologytrack/CS475/XNA/demos/>

Using my starter demo online, your game should load the terrain, set it so that it is aligned along the XZ plane (flat), load 10 targets (see purple and green object), place them around the terrain, load 20 missiles from the base missile object. Move the camera around the world, when you fire the Xbox360 controller then do a missile firing. The missile firing should move the missile along the camera forward vector at some rate of speed. It should do a `target.checkRayCollision()` from the nose of the missile forward at a distance of two times the speed. If it collides with a target then remove the target. If a missile travels some max distance or hits something, then it resets and is ready to fire again. Pressing the key 'F' or 'f' should fly the camera around (each frame move forward at some rate of speed). If you collide with the terrain then reset to middle of the world.



What to hand in:

1. Make a zip file of your entire project (all files and folders) and name it: YourLastNameAssign1.zip
2. Upload your zip file YourLastNameAssign1.zip to the server for CS475.
3. I will download it and grade it.