

CS475 3D Game Programming and Computer Animation  
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XNA Game Programming  
Assignment Two  
Loading and Shooting Guns, and Sounds  
Modify the MU XNA Gun Demo code

Make a simple move around shooter example with the MU starter Application or Add to your existing program from Assignment 1. You can Download the MU starter Application and the gun demo code, and all DLLs here:

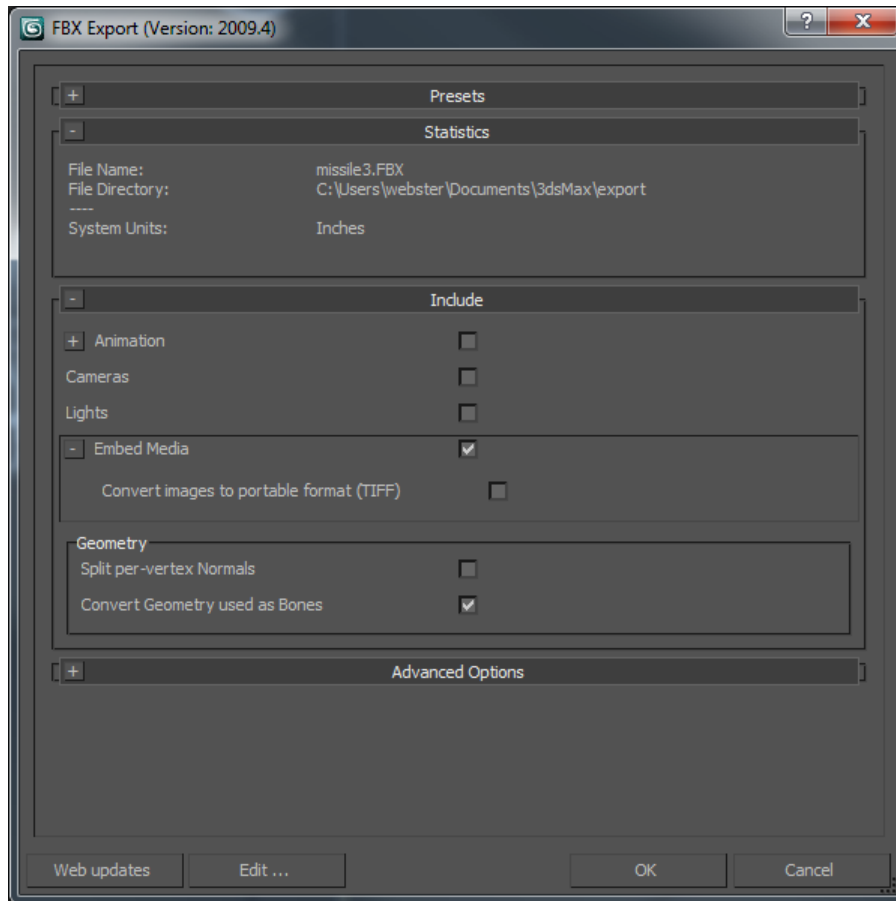
<http://cs.millersville.edu/~webster/gametechnologytrack/CS475/XNA/demos/>

Your game should load the new counterstrike building called world.fbx into your world. Do not load the terrain.fbx model. Make sure you have the latest DLLs for: XNAEngine.dll, ColDetWrapper.dll, and ColDetNative.dll.

The game should load the world, make sure it is aligned along the XZ plane (flat). If the world.fbx has some texture problems, fix them in the 3D Studio Modeler.



Make sure all \*.fbx models have embedded textures, when you export check the box Embed Media:



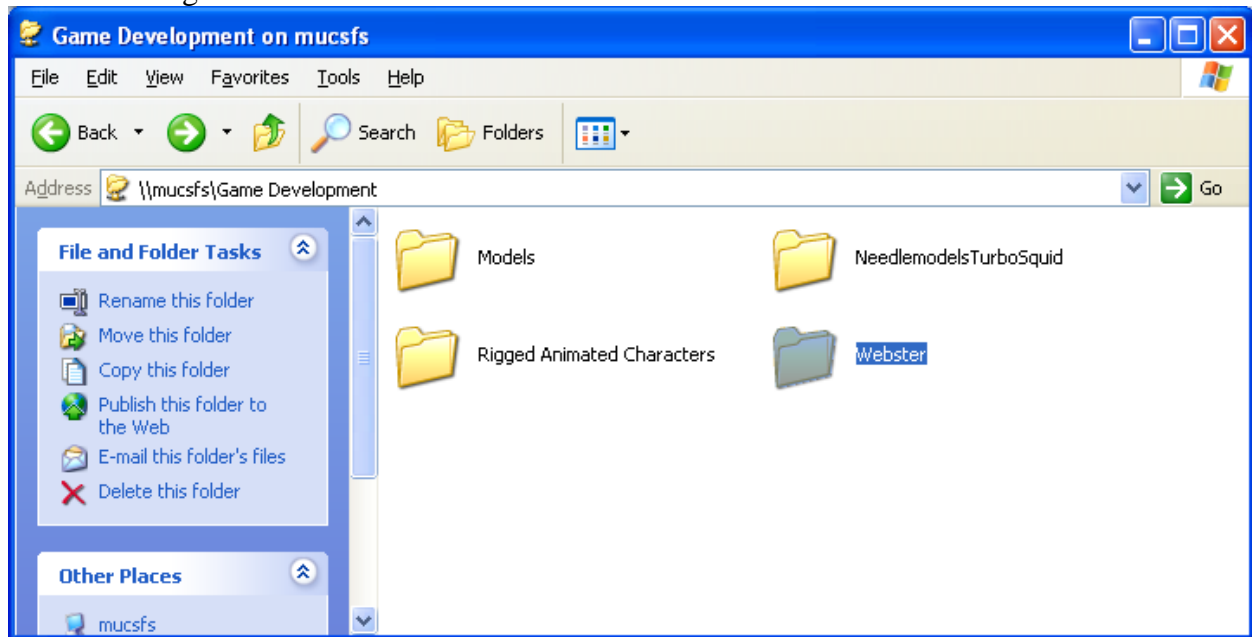
Modify the MU XNA Gun code as such: Load all 9 guns from the models and use the controller shoulder button to make each gun appear. Make the guns follow the camera as you move around the world. Make sure that each gun has its own sound, pistol sounds, machine gun, rocket launcher, etc. Use the Gun.cs code I gave you for the Gun object, use the Missile.cs missile class for the Missile Objects. Make sure that the plasma gun, the BFG gun, and the prawn gun all fire particle system missiles as per in class.

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 world.checkRayCollision() from the nose of the missile forward at some distance. If it collides with the world then explode it using the particle systems we showed in class and the demo on the web site.

Modify the Gun classes as follows:

- Add knife movement
- Pistol recoil
- Shotgun recoil
- Bullet holes for all bullet guns (not missiles)
- Fix grenade bounce (later)

More guns and sounds are located at:



What to hand in:

1. Make a zip file of your entire project (all files and folders) and name it:  
YourLastNameAssign2.zip
2. Upload your zip file YourLastNameAssign2.zip to your download (see in class notes) directory.
3. I will download it and grade it.