COSC 209: Gaming II
Spring Semester 2014
Instructor: Dr. Sharad Sharma

Assignment 4

Assignment Goals:
This project will familiarize you with the **WorldViz Vizard IDE**. This assignment will get you prepared for the final project. You should be able to migrate much of the code you previously developed. This will also be your first opportunity to begin shaping your own personal 3D environment. This assignment will require you to make use of several Vizard features. Feel free to extend your scene beyond what is requested here; just make sure you include what I ask to get full credit.

Please submit your assignment by: **3/13/2014**

Submission:
Submit your code files and all scene assets in a single zipped file (as a *.zip) and submit the file on blackboard.

Example: **Assignment_04_sharma.zip**

Description:
You are expected to create an entire virtual environment that combines 3D Studio max models and WorldViz Vizard coding. Use the Greek Temple environment created in earlier class. At minimum, you need to bring in the functionality of Assignment 3 (Greek Temple) into this Vizard environment. However, you are encouraged to expand beyond this system and create your own virtual environment. You will be required to do the following:

1. **Modeling**
At least 12 **UNIQUE** models
i. Must be different models
ii. Must be uniquely textured
iii. Can use simple animations in Max or in Vizard

3. **Programming**:
a. Add atleast ten avatars
    - Utilize keyboard or mouse callbacks to control the movement of the avatars
b. Add a sky with environmental map, add audio file
(Refer “Using actions example.py”)
c. Create action events in the environment [refer animating avatars example.py]
    - comment the code to mention action event1, action event 2, etc.
    - Action events should be on other objects in the environment
(Refer “teacher in a book" for vizard. Refer “animating avatars example.py”)

4. Create an **AI controlled behavior**
a. You can use the AI functionality implemented for bees as mentioned in “teacher in a book" for vizard.

5. Utilize keyboard or mouse callbacks to control the movement of the player.

6. Utilize an onTimer callback or onUpdate callback to control the game loop.