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

Assignment 5

Assignment Goals:
This project will familiarize you with the **WorldViz Vizard IDE**. 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: **4/10/2014**

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_05_sharma.zip**

Description:
You will be required to do the following:

1. **Modeling**
Create an environment with at least 12 **UNIQUE** models. It should be different from your previous assignment 4. You are free to choose your own environment. Be creative. You are free to download free 3d models from the internet.
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 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) Include an event that is triggered by the movement of one object near another object. Refer the "viztask challenge answer.py"

b) Create the actions for popping balloons. Implement shooting the balloon (or any other object) in your developed environment. Refer "physics example.py"

c) Add a menu: Refer Tutorial-vizmenu.py. This example demonstrates the use of vizmenu.

5. Comment the code