

A 3D VIDEO GAME TO ENTERTAIN ENIGMES GAMES FANS



AIMS :

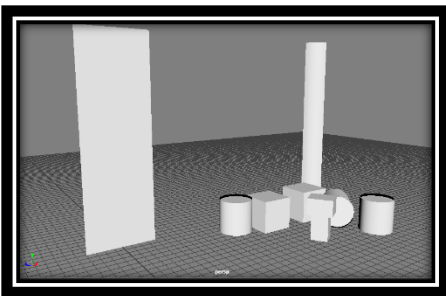
We made it from scratch. A homemade game.

- ⊕ To create a retro game
- ⊕ 3D (MAYA et 3D COAT)
- ⊕ Multiplayer / network
- ⊕ With Python
- ⊕ With PyOpenGL

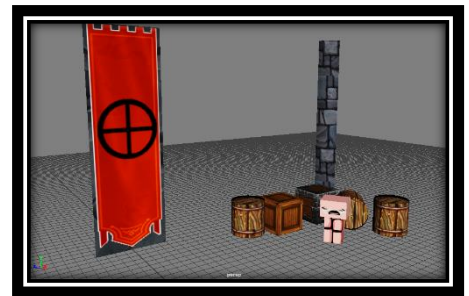
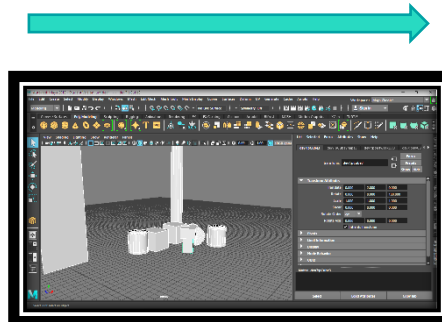


3D MESHING

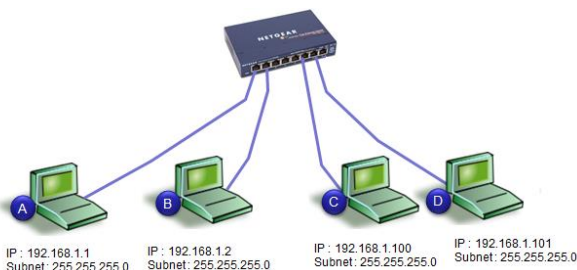
Creation and loading of a 3D object, object texturing, meshing adjusting to manage memory.



TEXTURING



NETWORK



Data sending and reception to synchronize players' moves and actions between computers.

3D COLLISION



Managing collisions with the coordinate systems and the objects mapping.

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- Eddy Ly
- Andrea Pancrazi
- Florian Paulin
- E3 2018