

Assignment due March 11

Your assignment for March 11 is to build a scene for your game and move a car and camera around in this scene:

1. Setup a scene environment and a car model. You may use the models provided on the [course home page](#) or you can design models yourself. At the [Panda3d home page](#) you may also find more models. Setting up the scene and the car includes setting up the camera and lighting the scene. In Panda this is most easily done using Python.
2. Setup event handling and make the car move according to e.g. the arrow keys on the keyboard.
3. Try to use the object oriented paradigm and design patterns while programming this part of your game. Think in terms of future proofing your code.
4. Hand in the source code to your program (with comments) as well as the models you use (possibly on a CD or via a link to a home page). Describe the thoughts that went into the design of the program (1-2 pages).

Hand in your solution at the lectures, exercises or in the mail box of Kim Steenstrup Pedersen in Department of Innovation (4D).

