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# ***Project Proposals in Game Programming***

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[www.itu.dk/courses/SSPG/F2005/](http://www.itu.dk/courses/SSPG/F2005/)

The IT University of Copenhagen

Remember to sign-up for 4 weeks projects no later than Monday April 25.



# Game Programming in Panda3D

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**Type:** 4, 12, 16 weeks and master thesis projects

**Supervisors:**

Kim Steenstrup Pedersen (kimstp@itu.dk, room 4D 14)

Ole Fogh Olsen (fogh@itu.dk, room 4D 12)

Jesper Juul (jjuul@itu.dk, room 3D 16)

**Abstract:**

- Your task will be to develop a small game, including the game design, graphical design, and actual implementation.
- The type of game is up to you.
- Choose whether you want to put the weight of the project on game design or on game programming.

Download a pdf with further details at:

<http://www.itu.dk/image/edu/projects2005I/GameInPanda3D.pdf>



# Extending the Panda3D Game Engine

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**Type:** 4, 12, 16 weeks and master thesis projects

**Supervisors:**

Kim Steenstrup Pedersen (kimstp@itu.dk, room 4D 14)

Ole Fogh Olsen (fogh@itu.dk, room 4D 12)

**Abstract:**

- Here is your chance to improve the Panda3D engine.
- Areas of potential improvements could be: Collision detection and response, physics, AI, adding new graphics effects e.g. shadows.
- This project will give you an opportunity to get experience with programming in C++ as well as in object-oriented program design.
- Alternatively, instead of extending Panda3D you can also focus on an algorithm or method from the game programming course.

Download a pdf with further details at:

<http://www.itu.dk/image/edu/projects2005I/ExtendingPanda3D.pdf>

