

PROJECT ABSTRACT

Project Name: 3D Ray-trace Pong

Project Team Members: Elizabeth Power, Richard Hughes

In this project we will create a 3-d variant of the pong project in lab 5 with ray-traced graphics. The game will have three dimensions of movement for the spherical puck and two dimensions of movement for the circular paddle, and it will keep track of your score (i.e., how many consecutive bounces you've managed) on-screen with hardware 'sprite' characters. The puck will bounce off the paddle at different angles depending on the current velocity and/or relative position of the paddle. The ray-tracing will include shadows, phong shading, checkerboard walls, and 8-bit color, with 3 bit red and green and 2 bit blue.