

Lab 02

Deadline: 14.04.2012 at 24h00

Topic: collision detection

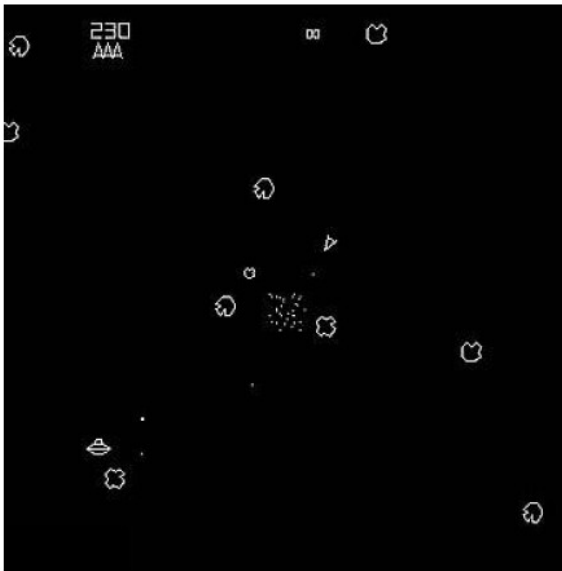
Deliverable: Asteroids Simulation or Similar

(feel free to replace the asteroids by any other object)

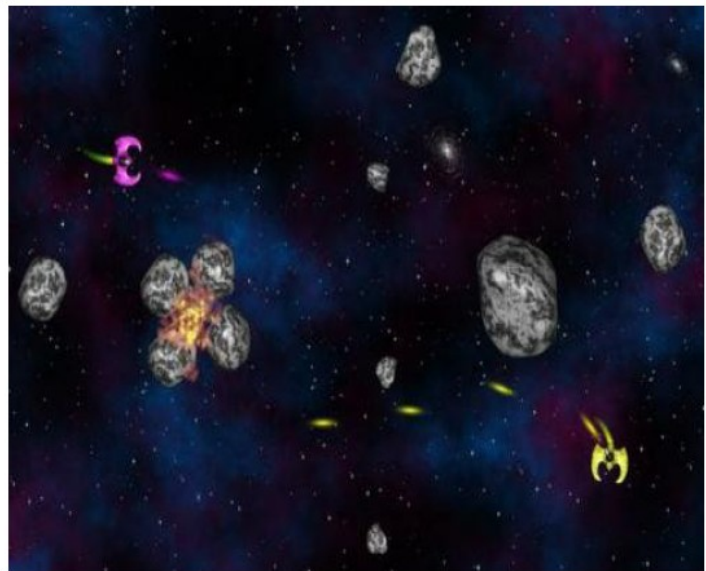
By now, you should be able to load and render 3D models, as well as moving around a 3D world.

Add to your current framework the following features:

1. Collision detection between the asteroids, the ship and the bullets.
2. Collision detection between the camera/ship and the world objects
3. Define a response to the collision detection (be creative).



asteroids 2D



asteroids 3D