

## **Acknowledgement**

This project is carried out as per requirement of computer graphics course in our sixth semester. It would have impossible to proceed and to achieve the design of our project without the help of technical staffs, teachers and friends. And we are well aware that the challenge of building this software will rely on their help in the future as well. So we hope for their support and encouragement during the project development process.

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## **Abstract**

The proposal is about computer graphics project where will be creating a 3D maze. The user can move around the maze using keyboard. First person view will be provided for the user to move around the maze.

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## **Introduction**

Computer graphics has always been fascinating people with its 2D and 3D modeling of real world situations and objects. It has been used for informative purpose and also for the entertainment. Here we are creating a 3D maze as per requirement of our course. In this maze user can move around using keyboard. The user is provided with the first person view for moving around the various compartment of the maze.

## **Objectives**

- To create a maze
- To allow user to navigate around the maze

## **Idea Behind Project**

The idea of picking up this idea of creating a maze for the project came from the first person shooting games like counter strike, quake, etc. Although we have big map with lots of rooms in the game, we plan to include just few compartment and create a maze where user can navigate between various compartments of the maze. Like in the games, we will be creating maze with color of the wall resembling as it is made from pieces of concrete block.

## **Methodology**

For the development of the system as proposed we will be using .NET framework. Also the visual studio brings many tweaks and improvements to make the whole development process easier and increase the productivity, so we will use this development environment. This system is built to run in windows environment only.

## **Expected Results**

Often the completion of this project, we will have a complete maze where user can navigate between various compartments of the maze given the first person view.

## **Scope of the Project**

This 3D model is designed to give the resemblance of the real world maze with various compartments. The user will be able to navigate within the maze using the keyboard.

## **The Project Schedule**

The project is targeted to be complete by the end of next months. First one week is devoted for the study of the algorithm to be implemented in this modeling. Then the designing and programming (implementing the algorithm) phase which is expected to be complete by the end of first month. Then comes the testing and debugging phase, often completion of which we will have a complete model of the maze.

## **References**

1. “Computer Graphics C version” by Donald Hearn and M. Pauline Baker
2. <http://en.wikipedia.org/>