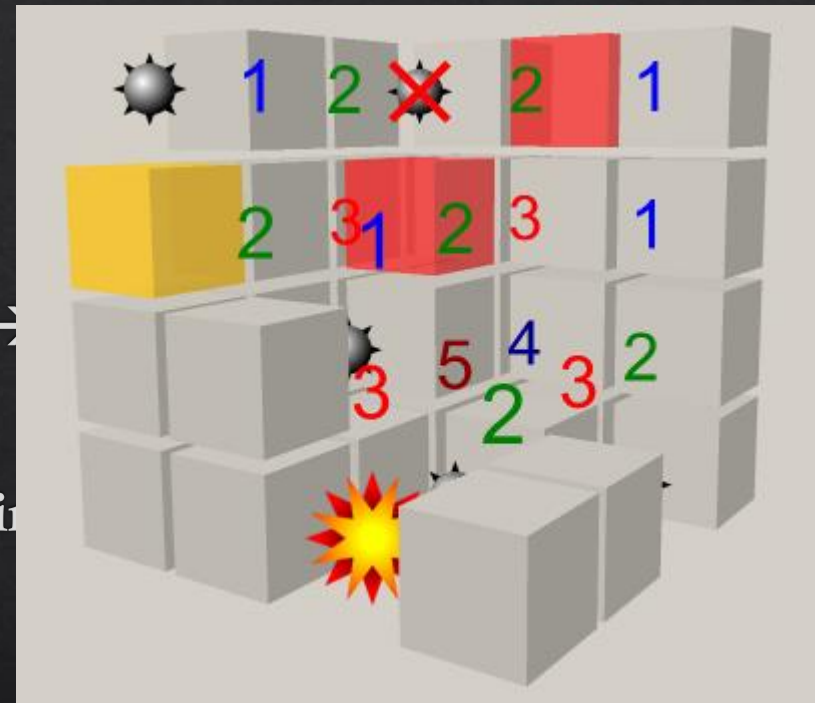


OpenGL Final Project

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OpenGL Project

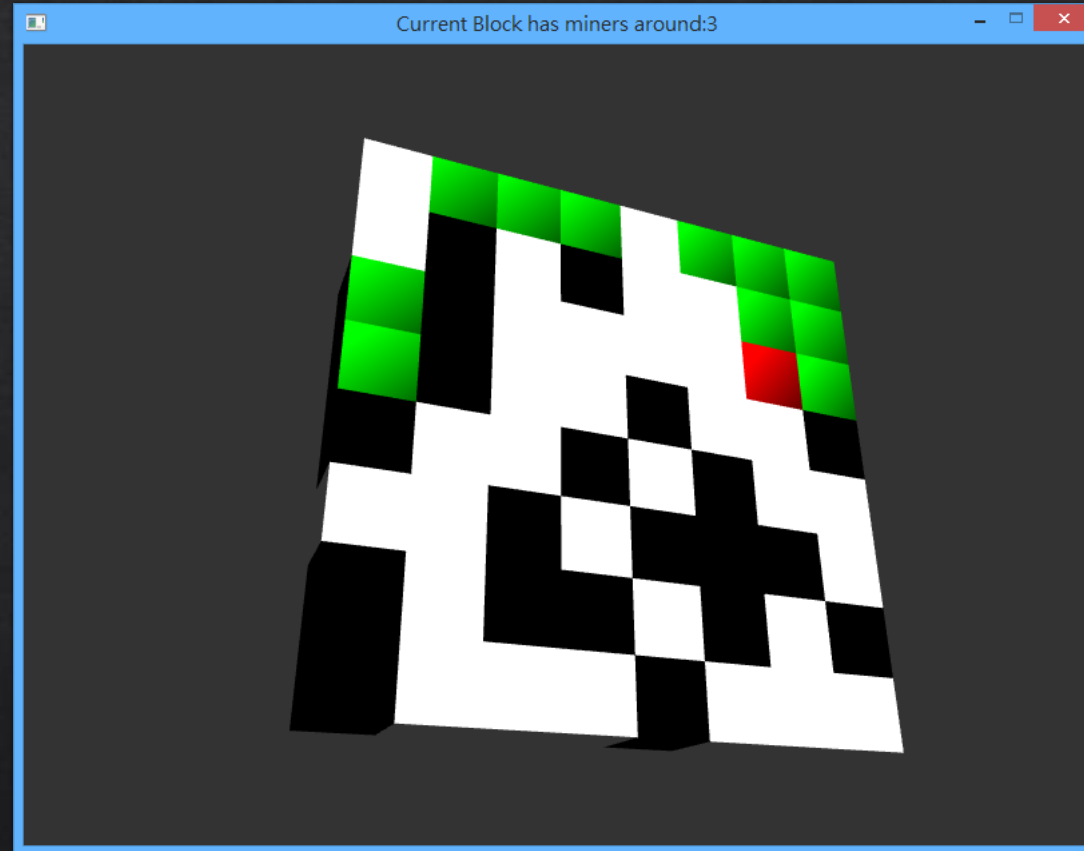
- ◇ A game project with OpenGL
- ◇ Make a game like “Minesweeper”
- ◇ 2D->3D
 - It does not mean that → → → → → → → → → → → → → → →
- ◇ Without user interface
- ◇ It is slightly different from classic Minesweeper game in
Microsoft Windows series operation system



What did I do

- ◇ A Minesweeper Game
- ◇ Many blocks
- ◇ Lighting
- ◇ Camera

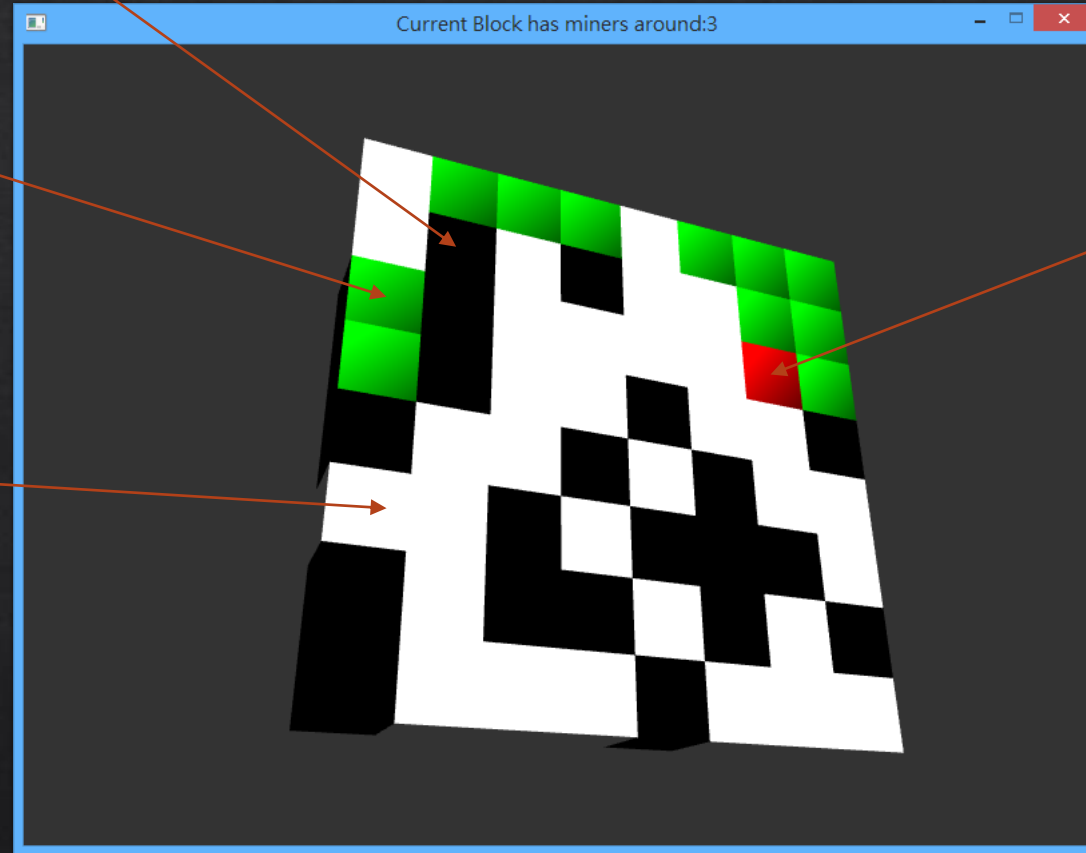
Program Layout



The mine you found

Not yet explored block

Explored block



Current block you select

