Matt Mitchell

Graphics Final Project Proposal

I am going to create a helicopter flying simulation game. I will create *multiple worlds* (possibly a room in a house, outdoor setting, or any other world I may think of) where the user can fly around in controlling a helicopter object. There will also be a *controllable camera view* where the user can use to configure the worldview to either be in the first person or third person of the helicopter. I will also add *collision detection* between the helicopter and the world objects. If the helicopter collides into an object at too fast a rate, the helicopter will crash and the user will have to start over. Keyboard keys will be used to control the helicopter.

The image below captures the idea I would like to implement for my final project:



<https://lh6.ggpht.com/-W64Ud26oWqzNs2bBdHAoY3M4-P0V-s-epzRkMEEwnAQkBnRXidZJEGyVo7DRTOOkjs=h900>