

Department of Computer Science, Clemson University
CpSc 372, Software Development
Assignment #3: XNA, 3D, Menus, Particles
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June 5, 2008

In order to receive credit for this assignment, your solution must be submitted, using the handin command, by 8AM Tuesday, June 10th, 2008.

This assignment will introduce you to 3D game development, menus, and particle systems.

Your assignment is to write a C# program that uses the XNA framework to animate a few 3D objects moving around the screen; these objects should move independently of the user controlled object. You should also include a player object that moves using the arrow keys on the keyboard. Your program should detect collisions and, when the player collides with another object, you should write a text message to the screen.

In addition, your program should also include a menu system; use the menu system that we used in class, but try to customize it to your particular game theme.

You may reuse any of the code that we develop during lectures, but you may not use any of the models or materials that we use during lectures. You can get your models from locations on the net, you may draw your own models, or you may extract some models from some games that you have.

Your program should be modular and should demonstrate your understanding of object technology and good OO design. Also include, as documentation, a README file that describes you and your assignment, some unique features of your assignment and any drawbacks of your assignment; i.e., what it does and what it doesn't (but perhaps should) do.

You should compress your files into a single file and, as usual, submit your program using the handin command. I will demonstrate your solution to the class on Tuesday, June 10th.

To submit your assignment, use the handin command:

```
handin.372.1 3 *
```