

# 3D Chicken Crossing Road

Wayland He

# Overview

- User controls chicken
- FPW Game – First Person Walker
- User attempts to cross the busy road
- Why did the chicken cross the road?

# Features

- Turnable chicken head
- Waddling effect
- Moving cars – Collision detection
- Randomized cars
- Environment with different lighting sources

# Progress

- Framework completed
- Drew a chicken model using framework
- Implementing lighting
- Implementing game logic
- Implement camera