Homework #6

You MUST work in groups of 2 for this homework. Use the same groups you intend to work with for the final project.

Building on Homework 5, add navigation controls so that you can drive around your race track. You can do this by either keyboard controls, or mouse controls. Mouse controls are preferred, as you can implement a more natural steering mechanism.

Specifications:

- You should be able to navigate the user around the XZ plane. Ability to move up and down is not required (nor is it appropriate for this application). (Hint: You simply have to use one angle and use that angle to compute your displacements with basic trigonometry.)
- You should be able to stop and start your car- a constant velocity is acceptable.
- You should be able to steer your car while you're moving.

What you should hand in:

- Screen captures of your program running that show different viewpoints of your scene
- A printout of your source code
- A 1 page typewritten description of how you approached this problem

Due date:

Monday, November 19, 2001, BEFORE class.