

## *Rally Sport Racing Game*

### *Background*

The goal of this project is to create a realistically looking car racing game with multiplayer functionality.

### *Project description*

The task is to program a computer game where several players can participate simultaneously in the same environment. The idea is to develop a rally game with a focus on graphics, with physically based materials, and effects such as smoke, dust, fire, dirt and mud, tire-tracks, water, vegetation, realistic lighting and shadows. A car game is suitable as it avoids many of the minor graphics-related problems found in other types of games, such as animation and complicated game logic.

The development will suitably take place in C or C++ (alternative languages can be acceptable) with OpenGL (or alternatively Direct3D; Vulkan would probably be too complex). The focus is on programming graphical algorithms and effects. The goal is to create a fun and, above all, nice-looking game.

### *Suggested reading material*

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### *Target group*

DV, D, IT

### *Special prerequisites*

Very advantageous to have some experience of graphics programming in OpenGL or DirectX and with C or C++.

### *Proposal author*

Roc R. Currius (English)