Name(s)

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Project Number

J1209

Project Title

Flight Sim 2006

Abstract

Objectives/Goals
To create a program demonstrating menus and 3D graphics that will allow the user to control the flight of an airplane within the 3D environment.

Methods/Materials
Windows Me/XP compatible Toshiba Satellite 2805-S201, Blitz 3D, Game Programming for Teens by Maneesh Sethi, 1 3D compatible graphics card, and an Intel Celeron Processor, to program Flight Sim 2006

Results
I found that I could successfully create a 3D environment that a user can fly a plane through a 3D terrain using a mouse or joystick that supports different menus and mouse input. I also found I could create a 2 player interface that supports dual cameras and different views.

Conclusions/Discussion
I can create a flight simulator using Blitz 3D, a successful programming language, with 3D graphics, menus, music, 2 player support, camera views, lighting and server support. I also found that I could create a 3d terrain with texture maps.

Summary Statement

Programming a 3D environment that supports input from the user and controls a 3D DirectX airplane.

Help Received

Robert Epps for helping me do a flow chart. John Epps and Terri Epps for helping me come up with ideas of what to include in this project and helping me with the notebook and display board. Mrs. Culley for giving me suggestions. Mark Sibly for creating Blitz 3D