

NKU CSC 480
Spring 2006
Programming Assignment 5

For this assignment you will add the following additional features to your wormhole / pilot program (Assignment 4):

1. In first person view, clicking on an object sitting on the plane turns it into a small lit white cube. Once is it so transformed, it subsequent clicks do not change the object.
2. Create your own custom mesh in 3D Studio Max. It does not have to be complicated, just unique! (Ok– it should be more complicated than a cone...!) You may use this either as your spaceship *or* as one type of object on the plane. Use the **MeshX.h/MeshX.cpp** programs (on the website) to load this file into your application as a *MeshX* object.

DUE: By **Thursday April 27**. Submit your program in a single file named **Pilot3___*.cpp**, with your last name replacing *. No late assignments will be accepted. As always, programs are graded on design and style as well as nominal correctness and visual aesthetics. Start early, work incrementally, test as you go.