Shaman

Sc. B. Computer Science Capstone Project
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Abstract

Shaman is a 3D exploration/adventure game created in C++ using OpenGL as a final project for CS 1972 (Topics in 3D Game Engine Development) by myself, Jacob Rosenfeld '16, and Vivian Morgowicz '15. In the game, the player assumes the role of a shaman, reincarnated after the death of their predecessor, who must explore the different parts of the world in order to obtain the skills and abilities they will need in order to successfully lead their people. The procedurally-generated voxel world of *Shaman* consists of nine different environmental biomes, each with their own distinct look and feel. In addition to this overworld, the shaman has the ability to create portals which lead into dungeons in which resources can be gathered. The biome in which a dungeon portal is created affects the dungeon's layout, composition, and the types of challenges within. Once the shaman has collected an ability from the dungeon of each biome, the game is complete.