



## Real-Time Water Simulation

A real-time ocean water simulation using HLSL and XNA/C#, which runs almost entirely on the GPU. The simulation blends between Gerstner waves for deep ocean areas and a ripple simulation for close-to-shore areas. For added realism, the simulation includes refraction, foam, per-pixel lighting, caustic maps and both skybox and island reflections. Runs on both the PC and the Xbox 360.

**Available for download at:** <http://games.rit.edu/water>

## Aliens!

A third-person action game where you take on the role of an alien spacecraft out to wreak havoc on an earth-like spherical planet. The game was developed over a 10 week period in C++/DirectX 9.0c with a team of 4 programmers and one artist. The XNA version was developed in another 10 weeks with 3 of the original programmers.

The XNA version runs on both the PC and the Xbox 360, and was featured live during the Microsoft Gamefest 2007 Keynote. Responsibilities included particle system, movement on a sphere, collision detection and re-implementation in XNA.

**Available for download at:** <http://games.rit.edu/aliens>



## Rocktropolis

A musical rhythm game similar to Guitar Hero®. It can even be played with an original PS2 Guitar Hero® controller using a PS2-to-USB adapter. Rocktropolis was developed by a team of 4 programmers over a 10 week period in both C++/DirectX 9.0c and XNA/C#.

The game was featured on page 30 of Games For Windows: The Official Magazine, Issue #13. Responsibilities included particle system, skybox, world editor tool, and main character modeling/animation/sprite-sheet.

**Available for download at:** <http://games.rit.edu/rocktropolis>

