J Comput Eng Inf Technol 2015, 4:2
http://dx.doi.org/10.4172/2324-9307.C1.003

OMICS International
conferenceseries.com SciTechnol

2nd International Conference on
Computer Graphics & Animation
September 21-22, 2015 San Antonio, USA

Alghamdi flowers

Mohammed Alghamdi
St. Mary's University, USA

Alghamdi Flowers is a flower shop that carries my last name. This means that there are no limitations in the values and cultures that I believe in when it comes to delving into the business. The exact measurements of principles and belief in quality rather than quantity, together with the intellectually strict adherence to business ethics is the main policy of Alghamdi Flowers. The name embodies not only my belief system, but also that of the family which has enriched and developed a person with a distinct character and a strong belief in the culture of appropriateness, beauty, and the never-ending challenge for the chase of perpetual happiness. Alghamdi Flowers is a website which helps a user view and pay for different types of flowers online. I developed the website in HTML using Visual Studio and used Photoshop to create the logos. For an animation about Alghamdi Flowers, I used Adobe Flash. The purpose of Alghamdi Flowers is to enable people to understand that there is more to flower shops beyond cut flowers, ribbons and twine, but also the concept of sustainability, nurturing, and the power of being responsible – for both clients and customers. The purpose is to enhance people's vision about what other forms of gifts can be given aside from what is taught in the present materialistic and consumptive world. Giving people a real, potted plant or flowering shrub not only gives the power of authenticity to be revived in the minds of the receivers, but also a lesson in the art of nurturing life.

malghamdi1@mail.stmarytx.edu

Stellar blocks

Naveen Kumar Awar
St. Mary's University, USA

Stellar Blocks is another version of the classic Breakout game. Usually, the breakout game has a line of bricks over the top third of the screen. A ball travels across the screen, bouncing off the top and side walls. When a brick is hit, it is destroyed and the ball bounces away. The player loses a chance/life, when the ball touches the bottom of the screen. To avoid this, the player is given a paddle, which can be moved sideways with the given controls. Stellar Blocks is set on the background of a starry sky, the bricks being in the shape of various constellations. Each of the ten levels is named after a well-known constellation. This game is intended to educate students about the various constellations in the night sky. As the bricks of the game are arranged in the shape of a constellation, there is a high likelihood that a player will remember the pattern of that constellation. The complexity of this game is determined by three factors: Ball speed; paddle size; and constellation shape. As the game advances, the ball speed increases, the paddle size decreases and the shape of the constellation becomes more complex. As the ball touches the ground/bottom of the screen, the player loses a life. The paddle is used to bounce the ball to the bricks, preventing it from touching the ground. As the bricks get hit by the ball, they break and disappear. When the player loses all lives/chances, the main menu is shown to either start a new game or to quit. The game is developed using Game Maker Pro 8.0 and the executable file of the game runs on a Windows Operating system.

nawar@mail.stmarytx.edu