

Tsunami Creator

Yowa Kimura
Hiram College

For my final project of the Graphics class, I made a simulation of Tsunami. There will be an image of a village or some little city by the sea. On this image, the user can click on any part of the village or the sea, and the place it is clicked will be the source of the earthquake. When this earthquake is created, the image will move from left to right, and then this earthquake becomes the cause of the tidal wave, Tsunami. Right clicking on the screen will give the user a menu, and there the user can choose the degree of the earthquake. And depending on the degree, the size of Tsunami will differ. Once the Tsunami is created, it would collapse on to the city, and destroys them.

The keyboard can be used to change the angle view, allowing the user to see the whole Tsunami effect from all the angles.