Meta!Blast- Using OpenSG to Create a Graphical User Interface (GUI)

Objective:

To create a GUI using OpenSG for use on the Meta!Blast project.
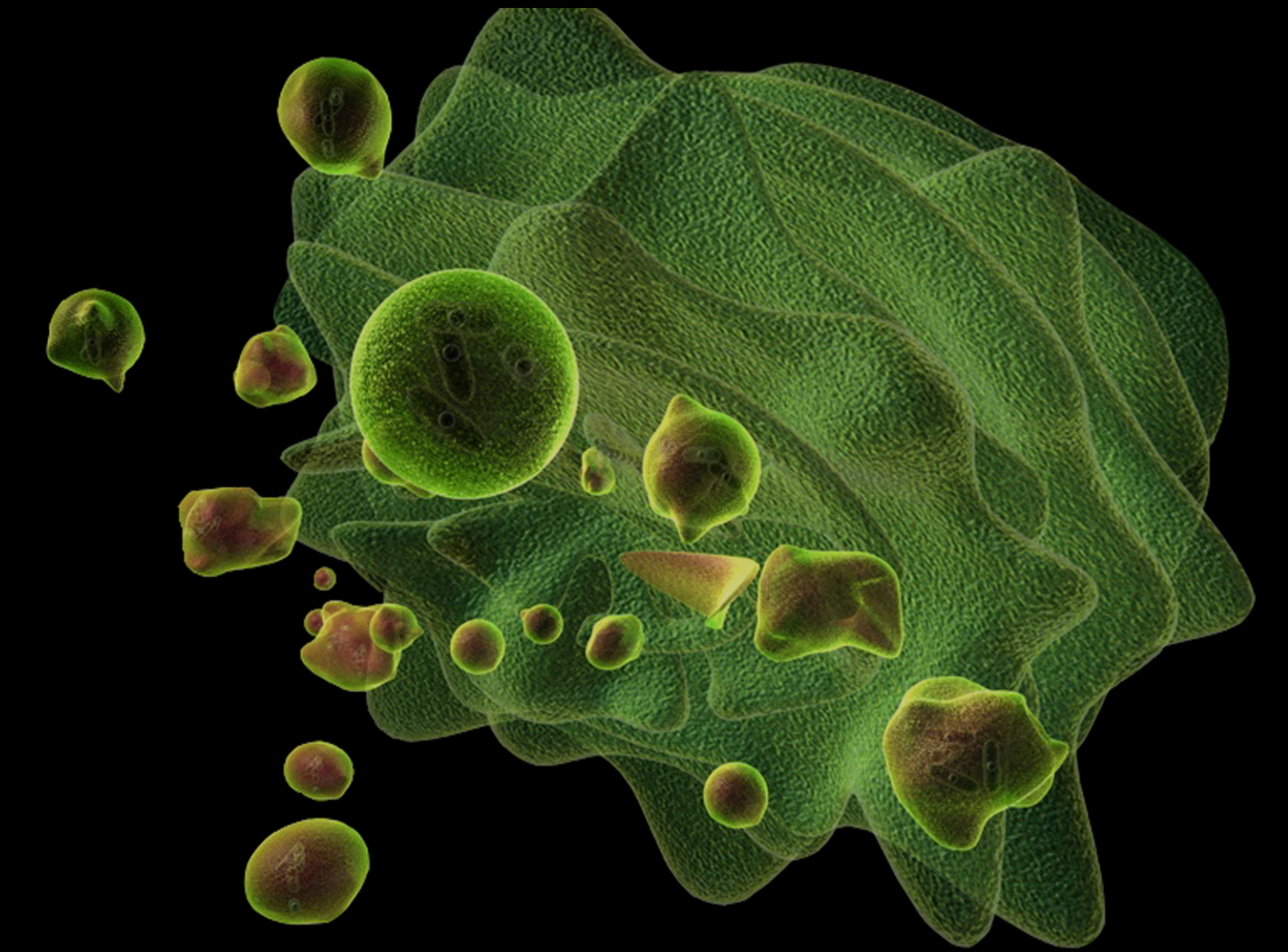
What is Meta!Blast?

Meta!Blast is an educationally interactive video game that will be used to teach high school and undergraduate students about plant cells. Meta!Blast will be playable in both a 2D and 3D environment.

Rationale:

A GUI compatible in both a 2D and 3D setting was needed to facilitate the dual nature of Meta!Blast.

Process:

1) We identified characteristics desired for the GUI.
2) We created a skeleton library.
3) We expanded this library and added the desired features to form the OpenSG GUI.
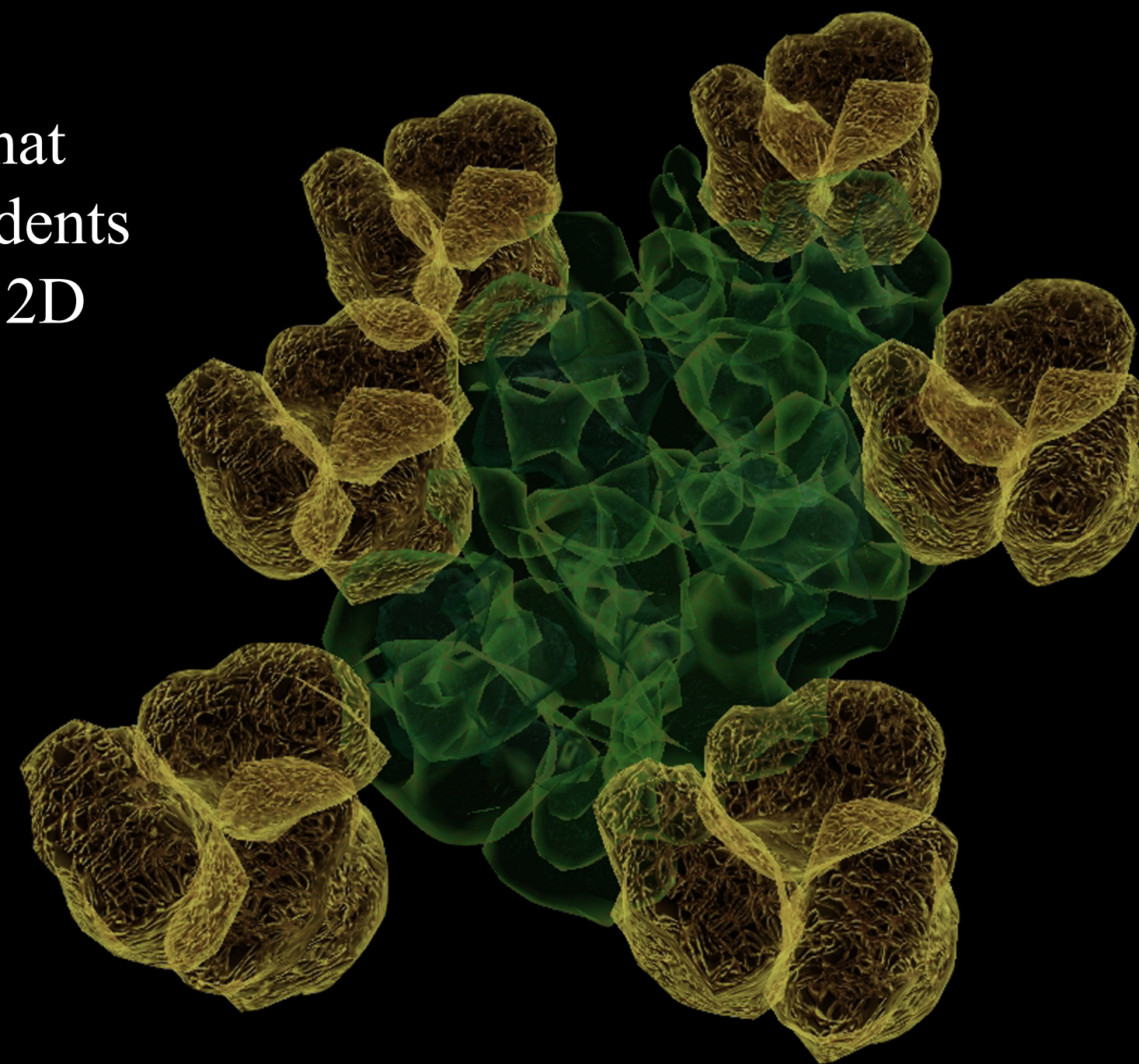
What is a Graphical User Interface?

A Graphical User Interface allows users to interact with the computer in methods other than a text based interface. The OpenSG GUI can utilize buttons, windows, textboxes, mouse clicks, scroll bars, backgrounds, and much more.

Artwork from Meta!Blast

Future:

This GUI will be used to create in-game menus for Meta!Blast. It will also be Open Source and made available to the general public.

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