

Millersville University Department of Computer Science  
Dr. Roger W. Webster  
**CS375 Graphics Assignments**

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## Laboratory Assignment Two

CS375 Graphics  
Roger W. Webster, Ph.D.  
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Getting started: Using the Wii Remote.

Programming the Wii Remote in a XNA:

1. Using the Mario demo on my web page, convert all the 3ds models into embedded media fbx models.
2. Use texture mapping to make it look similar to the original Mario game.
3. All textures should be in jpg or tga file format with powers of 2 (to be able to load in MUXNA toolkit).
4. Write a C# program to load the Mario world and all the models into the MUXNA application world.
5. Have the Mario people move around in the world trying to kill you.
6. Move yourself around using (xbox360 controller, the wii remote and key presses).
7. Program the Wii remote to move side to side (rotate), and the trigger button for moving forward, use the accelerometer for the hitting with the bat.



Good Luck