Game 3111 Assignment 1

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**List of Objects**

* Grid – size 50x50 loc: 0, 0, 0
* 4 Tower cylinders
  + x:-25, y:7, z:25
  + x:-25, y:7, z:-25
  + x:25, y:7, z:25
  + x:25, y:7, z:-25
* 3 tower rooves
  + x:-25, y:17, z:25
  + x:-25, y:17, z:-25
  + x:25, y: 17, z:25
* 1 pale roof\*
  + x:25, y:17, z:-25
* 4 tower poles
  + x:-25, y:21, z:25
  + x:-25, y:21, z:-25
  + x:25, y: 21, z:25
  + x:25, y: 21, z:-25
* 4 tower spheres
  + x:-25, y:23, z:25
  + x:-25, y:23, z:-25
  + x:25, y: 23, z:25
  + x:25, y: 23, z:-25
* 4 tower flags
  + x:-26, y:22, z:25
  + x:-26, y:22, z:-25
  + x:24, y: 22, z:25
  + x:24, y: 22, z:-25
* Pyramid\* - x:0, y:6, z:13
* Ring - x:0, y:12, z:13
* Diamond - x:0, y:13.5, z:13
* upper bridge\* - x:0, y:4, z:-1
* flat path - x:0, y:1.5, z:-19
* lower path\* - x:0, y:-1, z:-31.5
* left wall - x:-25, y:5, z:0
* right wall - x:25, y:5, z:0
* far wall - x:0, y:5, z:25
* left close wall – x:-12.5, y:5, z:-25
* right close wall – x:12.5, y:5, z:-25
* 4 wall prisms\*
  + x:-25, y:10.5, z:0
  + x:25, y:10.5, z:0
  + x:0, y: 10.5, z:-25
  + x:0, y: 10.5, z:25
* 4 sets of moguls and crenals - 100 boxes
  + 2 x 1 x 1 boxes, with a gap of width 2 along each wall prism
  + x:-25, y:12.8, z:-25 to 25
  + x:25, y:12.8 z:-25 to 25
  + x:-25 to 25, y: 12.8, z:-25
  + x:-25 to 25, y: 12.8, z:25

\*I had to create these objects in blender by removing vertices from cubes, their center of origin doesn’t fully match our shapes, so these locations are slightly off

\*pale roof consists of a gradianted (3.5f,3f,3.4f) , cylinder with a (1.8f, 2.0f, 1.8f)taurus on the bottom