For this scene, I have established a mapping of 1.0 OpenGL unit = 1 metre. This scale allows for intuitive placement and size of objects in the scene. Using a metric unit simplifies calculations and as someone who uses the metric system in everyday life, it is easier to use. Additionally, for animation and movement, velocity can be expressed as x metres per second

**17/09/2024, 4-6pm**

**To Do**: Set up project

**Work Done**: Set up the ground with colouring applied. Ensure it can switch between filled and wireframe. I did have trouble getting the project working but was able to consult my previous project to add the missing lines that I forgot were needed.

A screen shot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

**24/09/2024, 4-6pm**

**To Do**: Create Helicopter

**Work Done**: Created helicopter model with rotors spinning on up button press. I used cubes and spheres to create the basic shapes and scaled them to better look like the part of the helicopter they represent. The tail cap will need to be added next time. Additionally, while the rotors do speed up, this logic will likely need to be replaced as I implement the helicopter control and tracking camera.

A red helicopter with yellow blades

Description automatically generated

**03/10/2024, 2-5pm**

**To Do**: Helicopter control

**Work Done**: