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

A screen shot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated**Work Done**: Set up the ground with colouring applied. Ensure it can switch between filled and wireframe

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

**To Do**: Create Helicopter

**Work Done**: