

COMP612 Computer Graphics Programming

Assignment 1 – Fish Tank

Marking Sheet

Student Name	«First_Name» «Last_Name»
ID	«ID»

Part	Breakdown	Comments	Max.	Mark
1	Basic 2D Drawing: -button area -drawing area		1	
2	Sandy Bottom -uses by-vertex colours -vertices drawn in correct order		2	
3	Water -animated -smooth motion -continuous animation (wave cycles continuously) -looks like a small wave or ripple on the surface of the tank -semi transparent -code in a class with suitable functions		6	
4	Toggle Buttons -has a Button class -button labels (uses GLUT bitmap fonts) -on/off states change appearance -all buttons operational (2 marks)		5	
5	Pump -has a Pump class -vertices pre-compiled in a display list -attributes pre-compiled in a display list -draws using display list		2	

6	Bubbles -initially positioned within pump -random initial size -semi-transparent -generated over time -recycling of memory, if bubble: - is at water level - becomes fully transparent - radius becomes 0 -become smaller and more transparent as they rise -rise faster as they get smaller -can be toggled via the pump button -has a particle class -has a particle system class		10	
7	Fish -looks like fish or sea creature -has moving parts (2 marks) -code in a class with suitable functions		4	
8	Feature Extension 1		6	
	Feature Extension 2		6	
9	Logbook		8	
Total			50	