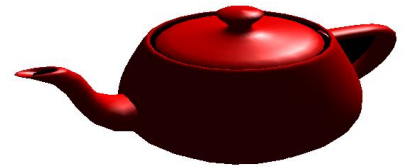




SOFT351 Programming for Entertainment Systems: Assignment1 – 40%



Feedback

Name:

Preamble (everybody gets this).

Although this module is a pretty heavy-duty programming module, your work is judged by slightly different criteria than it would be on a formal software engineering module. Although I want you to program in a sound software engineering style, of course, the usual software engineering emphasis on modularity, coupling, coherence, maintainable and re-useable code as well as on documentation, test data and such are absent. At the end of the day, the proof is in the product; if it looks right, it is right. I also try to give credit for things you have done, rather than deduct marks for things you haven't done.

Flapping Thing Deliverables 60%

- ✂ Flapping thing with wings (or components that move relative to other bits)
- ✂ Extra DirectInput functionality and relationship to the object
- ✂ Sound
- ✂ Another mesh (not the original tiger)
- ✂ Memory de-allocation issues (falls over on quit, resize) (light touch if using Thing3D code)
- ✂ Other creative arty effects, such as shadows, shader effects.

Mesh Loader 40%

- ✂ Loads simple mesh geometry in, say, ".obj" format
- ✂ Loads material properties and displays mesh in the correct colour
- ✂ Loads single texture and maps texture onto geometry correctly
- ✂ Loads more complicated meshes, maybe several subsets (meshes within meshes). It doesn't matter if the loader only works with meshes in a particular format, e.g. only works with triangulated meshes.

Comments + grade