|  |  |
| --- | --- |
| **Deliverable** | **Note** |
| Flying object | Done |
| Wings attached | Done |
| Wings flap | Done |
| Object moves with key press | Done |
| Sound for flapping wings |  |
| Memory de-allocation issues | Delete objects after use |
| Add effects | Ground  Shadow  Sky boxes/spheres  Shadows/shader effects  Bending wings  Furry tiger |

Part 1

Part 2

|  |  |
| --- | --- |
| **Deliverable** | **Note** |
| Create a loader that works with simple obj meshes | Any file format |
| Use this to open part 1 | For top marks |

Part 3

|  |  |
| --- | --- |
| **Deliverable** | **Note** |
| Paper write-up | * Version of Visual Studio & DirectX SDK used * End user guide * Programmer’s user guide * Additional information to help understand how prototype works * Evaluation:  1. Improvements 2. Blow your trumpet |

Version info:

Microsoft Studio 2017: Version 15.4.0.

Microsoft Studio 2015 (Babbage version).

I had to have a separate project on campus and then copy and paste code changes made at home into it because 2017 insisted on updating the project before it would run and then 2015 wouldn’t run the project after 2017 completed its changes.

End user guide:

Run the .exe file and use the following commands to

Programmer’s user guide:

How the prototype works:

Evaluation:

The bad:

Could have potentially altered the first lighting so that the light source was inside the sky box to avoid creating two shaders.

The good:

Currently running two pixel shaders:

One handles all lighting for everything in the universe except the sky box.

A second runs diffuse lighting only for the skybox to prevent the horrible shadow effect.