|  |  |
| --- | --- |
| **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 |