

COMP330 Assignment 1 Report

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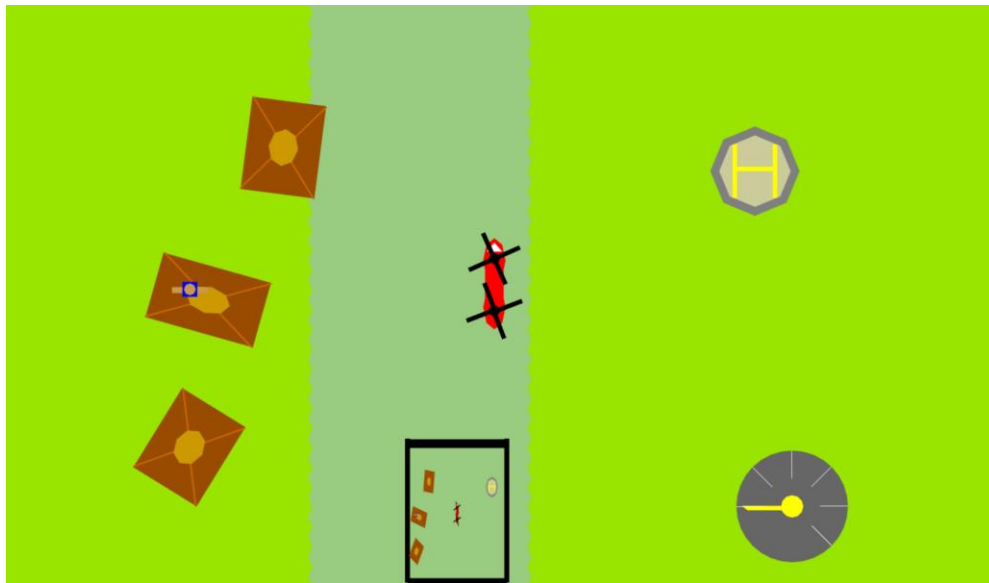
Features implemented in this assignment:

Feature	Mark	Check if used
Static 2D world Buildings, river, helipad	20%	X
Moving helicopter with keyboard control	20%	X
Helicopter with spinning tandem rotors	20%	X
Rescuing people	5%	X
Resizing the canvas, maintaining aspect ratio	5%	X
Control helicopter with the mouse	10%	
Camera mounted on the helicopter	10%	
Minimap	10%	X
Curved Rivers	10%	X
Rain particle effect	10%	
Heads up display	10%	X
TOTAL (max 100%)	130%	100%

On the following pages you should indicate where each of the above features appear in your game, using screenshots and filenames/line-numbers to indicate where it occurs in your project.

You will not get marks for a feature if your marker cannot easily locate it within your world.

Static 2D World



Implemented in:

- game.js:123-136 – initialization of the colours
- game.js:139-143 - initialization code for river
- game.js:145-178 – initialization code for house
- game.js:181-204 – initialization code for helipad
- the rectangle, triangle and circle are in Rectangle.js, Triangle.js and Circle.js respectively
- game.js:532-547 – Rendering the river
- game.js:550-552- Rendering the helipad
- game.js:557-567 – Rendering all the houses

Moving and rendering the helicopter and Spinning tandem rotor blades



Implemented in:

- game.js:207-310 – initialization of the Helicopter
- input.js:15-30 and input.js:46-61 – initialization of the inputs
- game.js:559-561 – Render the helicopter
- game.js:479-505 – the control updates
- game.js:440-442 – the constant for the rotor blades

Rescuing people



Implemented in:

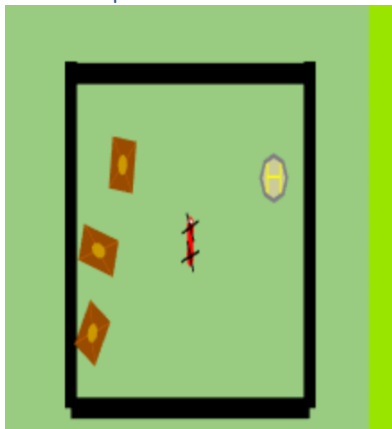
- game.js:313-335 – initialization of people
- game.js:448-458 – code to pick up people
- game.js:446-477 – code to land and take off

Aspect Ratio

Implemented in:

- game.js:515 – code to set the viewport
- style.css: - aspect ratio's

Minimap



Implemented in:

- game.js:594-651 – sets the new viewport and re renders everything

Curved River



Implemented in

- game.js:139-143 - initialization code for river
- game.js:440 – random number for animation
- game.js:537-548 – drawing the circles for animation

Heads up display



Implemented in

- game.js:337-339 - initialization code for speedo
- game.js:496-507 –code controlling the movement
- game.js:581-583 – drawing the circles for animation