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| Date and Time | Time Spent (Hours) | Description |
| 05/11/19 12PM | 1 | Updated the model class to include two transformations. |
| 07/11/19 1PM | 2 | Finished added the two transformations and the properties belonging to each one. |
| 07/11/19 3PM | 1 | Added the camera class with the position and the x,y,z values. |
| 12/11/19 3PM | 1 | Finished adding the camera and initialised the values to the values specified in the documentation. |
| 12/11/19 4PM | 2 | Created and finished the matrices. |
| 15/11/19 11AM | 4 | Created and finished the wireframe. |
| 19/11/19 12PM | 3 | Started to add the code to generate the wireframe. |
| 20/11/19 2PM | 4 | Finished the construction of the wireframe generation in the update and render. Took me a while to figure out the viewing pipeline. |
| 21/11/19 9AM | 3 | Started week 7 and the backface culling. Had a problem here where I forgot to add the maths for the Dot and Cross Products |
| 25/11/19 4PM | 1 | Finished the backface culling. |
| 26/11/19 7PM | 2 | Stared to implement Z depth sorting. |
| 27/11/19 10AM | 4 | Continued work on the depth sorting, had an issue where the list was generating the values from smallest to largest. |
| 9/12/19 1PM | 3 | Finished depth sorting. Looks no different from backface culling. Took a break due to another assignment. |
| 10/12/19 10AM | 6 | Started and finished solid shading. Had an issue where to colour was not being displayed correctly. |
| 10/12/19 4PM | 6 | Started to create the Direction Lighting at step 1. |
| 14/12/19 2PM | 4 | Finished the directional lighting step 1 had issues where the light was displaying on the correct polygon in relation to the camera. |
| 17/12/19 3PM | 4 | Started and finished the directional lighting step 2. |
| 20/12/19 9AM | 5 | Started work on the final step for directional lighting. Had the issues where the colour was flickering around the model as it rotated. |
| 23/12/19 1PM | 9 | Finished Directional Lighting, fixed the error mentioned above. |
| 23/12/19 10:30PM | 0.5 | Added ambient lighting with no issues. |