

<b>GD2P04</b> <b>Advanced Graphics for Games</b>	<b>Summative Assignment</b>  <b>Summative 1: Op Merger Tests, Blending, Culling, AA, Fog, Mouse picking</b>	<b>Date: 16th March, 2018</b>  <b>Submission Dates:</b> <b>3rd April, 2018</b> <b>Time : 5:30 p.m.</b>
<p style="text-align: center;">Submission filename:  <b><u>YYYY-MM-DD</u> - GD2P04 - Advanced Graphics for Games - <u>Student Name</u>.zip</b></p>		
<p><b>Technical Demo:</b></p> <p>Create an environment in which the following techniques are demonstrated.</p> <ol style="list-style-type: none"> <li>1) Enable scissor test on a section of the viewport.</li> <li>2) Enable stencil test and produce a stencil around an object</li> <li>3) Enable Backface culling on all object in the scene.</li> <li>4) Enable Anti Aliasing in the scene</li> <li>5) Create a transparent water effect on a quad</li> <li>6) Apply fog effect on all objects in the scene</li> <li>7) Enable mouse picking on a triangle and print out location of picking.</li> </ol>		
<p><b>Build Quality:</b></p> <p>The source code is required to display the following features:</p> <ul style="list-style-type: none"> <li>• Compiling code: <ul style="list-style-type: none"> <li>○ <b>Code must build as submitted</b> in both Debug and Release.</li> <li>○ No warnings or errors present at Warning Level three for all build targets.</li> </ul> </li> <li>• A folder containing an electronic source code must be included with the submission. <ul style="list-style-type: none"> <li>○ Visual Studio 2008/2010/2012/2013 solution file, project file, and source files are required.</li> <li>○ Required external game resources, libraries and dlls.</li> <li>○ <b>All other files must be removed.</b></li> </ul> </li> </ul>		
<p><b>Coding Standards:</b></p> <p>The source code is required to adhere to the Media Design School's Game Development Faculty's Coding Standard.</p>		
<p><b>Runtime Quality:</b></p> <p>The application must not have the following issues:</p> <ul style="list-style-type: none"> <li>• Memory leaks.</li> <li>• Bugs.</li> <li>• Crashes.</li> </ul>		

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<p><b>Submission Checklist:</b></p> <p><u>Source code folder:</u></p> <ul style="list-style-type: none"> <li>▪ Solution file (.sln).</li> <li>▪ Project file (.vcproj).</li> <li>▪ Source files (.cpp, .h).</li> <li>▪ Library files, if any (.lib).</li> <li>▪ External files such as .ini, .mp3</li> <li>▪ <b>Intermediate files have been removed.</b></li> </ul> <p><u>Release build zip:</u></p> <ul style="list-style-type: none"> <li>▪ Stand alone executable (.exe) file.</li> <li>▪ Readme file (.txt).</li> </ul> <p><u>Document</u></p> <p>The file structure and file names of the submission must follow the file hierarchy listed below. Replace the underlined portions with the appropriate values; italic text identifies the required folders.</p> <pre> 📁 <u>YYYY-MM-DD</u> - GD2P04 - Summative3 - <u>Student Name</u>.zip     📁 <i>Source</i> - <u>Student Name</u>         📄 <u>Game Name.sln</u>         📄 ...Project and source code, etc. </pre>		

**ASSESSMENT CRITERIA:****Grade D:**

- No work submitted **OR**
- Work submitted but the executable does not work **OR**
- The executable works but it does not demonstrate the tasks enlisted

**Grade C:**

- Enable backface culling, Antialiasing and Scissor test.
- The demo can be restarted without exiting the application.

**Grade B, as per grade C and:**

- Enabled stencil test and produce stencil around an object.
- Create transparent water effect on a quad.

**Grade A, as per grade B and:**

- Apply fog effect on all objects in the scene.
- Enable mouse picking on triangle and print out location of picking.

**Grade A+, as per grade A and:**

- Add mouse picking on a Cube instead of triangle.

