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Computer Games Programming 2: Assignment Submission for Semester 1

Contents:

Introduction Page 1

Modifications to the Engine code Page 1

Implementations of existing code Page

The scene being rendered in engine Page

Breakdown of functions acting on models Page

Current Bugs and Errors Page

Further Development/Planned Content Page

Refrences to aquired content Page 4

Introduction

Modifications to the Engine code

Implementations of existing code

Scene Rendered by the Engine

The rendered scene can be broken down into several key collections of models:

1. The central sphere with two objects rotating in a clockwise and anti-clockwise path
2. The two space ships remaining somewhat stationary in the background
3. The planet with two moons orbiting the scene in the distance
4. The background for the scene with a night sky texture attached

With most of the collections consisting of multiple models, each of which have a variety of functions that can be discussed. I will condense the written breakdown of each model by focusing on one or two unique aspects to it and if another model uses the same techniques I will refer to the model in which it is discussed previously.

Breakdown of functions running on models rendered

Current Bugs and Errors

Further Development

References

Textures

The texture for the background sky sphere was sourced from:

<https://exoplanets.nasa.gov/assets/stars6.jpg>

The above image was passed through the .dds image converter found on <https://www.aconvert.com> and cropped to a size of 512x512 so that it would render within the capabilities of the engine.

The texture for the Death Star model in the centre of the scene is sourced from:

<http://tira.ifrn.edu.br/alunos/joao/Jogo/deathstar.png>

Models

The X-Wing ships that are rendered in the immediate background are acquired from:

The other ships (Orbiting the Death Star) are sourced from:

<https://www.turbosquid.com/3d-models/free-space-fighter-3d-model/612994>

With the content creator shlax providing a Royalty Free Licence for the use of the model.