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Project 2 Progress Report

After working on the project for a few weeks, some progress has been made and many things changed along the way. To begin with, different sound effects were added using the p5.sound functions (namely using oscillators). I think they would stay for the final product since finding all sorts of different sound effects is less convenient than creating and tuning them myself and the process of doing so is actually quite fun. I also added a few visual effects to go along with the sound effects, representing different stages that the simulation was in. Lastly, I experimented with a different viewing system than the one in the original prototype (where it just spins and zooms according to your mouse position): now it's a dragging system that works to a certain degree.

As for challenges, there were mainly two, and for both I experimented heavily but the results weren't ideal so I did not include them in the later prototypes. The first was my initial concept of the parabolic arcs (that represents missiles) in a 3D environment. It was simply too complicated for me so I scratched that idea as a whole. As a supplement, I tried generating “flashing spheres” at variable locations on the surface of the globe. I have limited results with this one since it also involves 3D spaces, but I think I'll keep working on it.

In general, I think the overall structure of the project is quite clear at this point (the earth,the player controlled camera, the explosions sequences). What I'll do is to refine the visual elements, adding more scripted sequences such as “cutscenes” and transitional animations, and most importantly perfecting the existing dragging code and actually fully implement the explosion effects.