

Project 5.1

Texture Revolution Project

Introduction

In lab 5.1, you were introduced to the concept of textures. The lab culminated in a display showing two texture renderables and a renderable. You have already learned about world coordinates and transforms and how the viewport renders the objects to the screen. Building off of the completed lab 5.1, you will make a copy of the engine and create a new `my_game.js` file. In this project you will move a texture renderable in a circular path.

Specifications

Assets

- `minion_portal.png` file
 - o Pixel width: 256
 - o Pixel height: 256
 - o WC Width: 3
 - o WC Height: 3

The `blue_level.js` file and associated assets will not be needed for this project.

Viewport

Width: 600

Height: 400

Viewport offset from canvas: 20,40

Camera position: 20,60

Camera width: 20

Operation

As in the main lab, you will create simple renderable.

Size: 1x1 square

Color: green (0, 1, 0, 1)

Location: centered on the viewport (20,60)

The background should be a standard light grey background (0.9, 0.9, 0.9, 1.0)

Create a texture renderable with the minion png file.

When the program first launches, display the minion texture renderable at WC position 20,65. Have the minion revolve in a circular pathway around the center point in a clockwise direction. The speed of the revolution should be like a clock... it should take 60 seconds for the object to make one complete revolution.

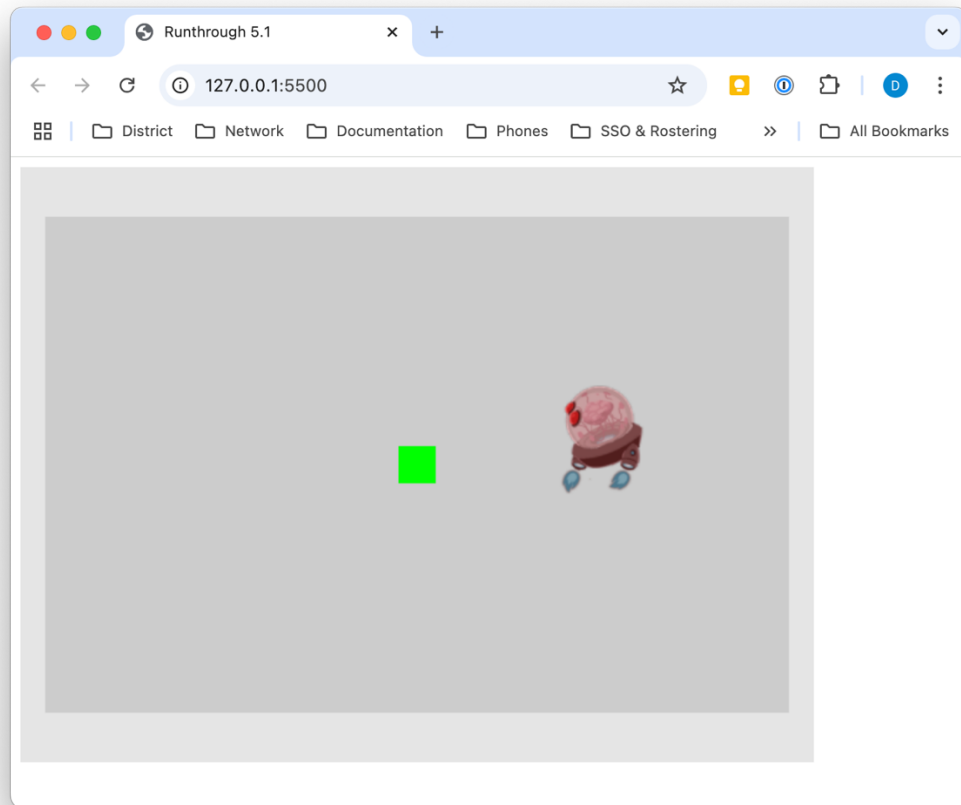


Figure 1. Minion revolving around a square once per minute