Diary

Week 1 - I got the White Noise Terrain Generation working, as well as the basic Smoothing Algorithm.

Week 2 - I got the Improved Perlin Noise. I placed this in a discrete class.

Week 3 – I spent time experimenting with different methods for moving the camera along the terrain. I began an approach of calculating the camera’s height by sampling the Perlin Noise at that location. However, I decided to scrap this before it was complete for the following reasons:

1. I was warned that the movement would likely end up jerky, depending on the granularity of the Perlin Noise.
2. If I decided to apply more than Perlin Noise to the terrain, then this navigation method would not suit.
3. I wanted the additional challenge of the raycasting approach. It is also valuable as a general technique, so I wanted it under my belt.