Software Design

# Group IDs

B00271629  
B00271249  
B00270035

# Class Design

To make this project we are going to use the “HUD label example” project on moodle as the base of our project since it has examples on how to implement an animated MD2 model and displaying text in a 2D and 3D environment.

Our first priority is to refactor as much as the existing code as much as possible to allow us to create the environment much easier. Below is the proposed design for the animated MD2 model class and the Skybox class.



The purpose of the Model class is to implement the existing code used to render and animate the MD2 model so that it can be used to represent the player and avoid having all the variables the model uses being global variables. It should also allow us to load in our own models much easier, including models for the terrain.

The existing code for the skybox also uses global variables, and takes up a considerable amount of space in the main.cpp file with code that is mostly the same with variations on the texture being used and the position. Having the skybox refactored into a class will clear up a lot of space in main, and avoid the skybox being removed or changed accidently. It will also make it easier for us to edit the skybox and use it in later projects.