

Gem Illuminator

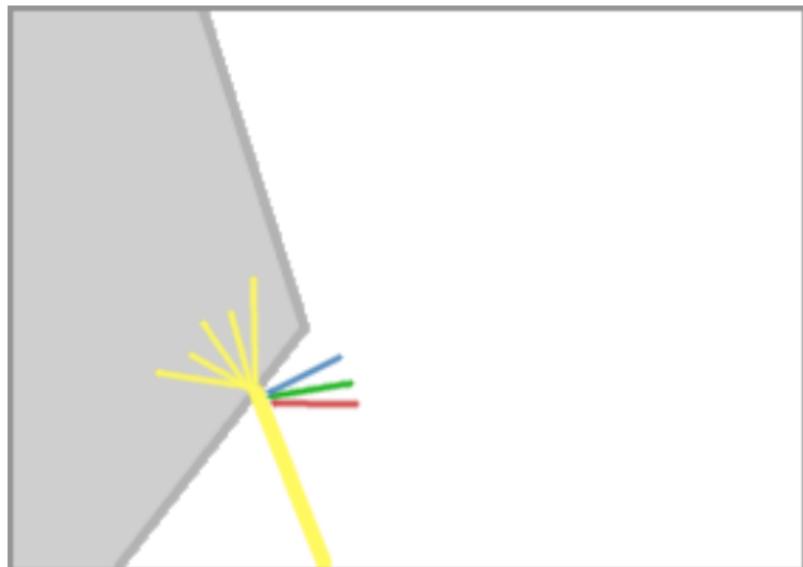
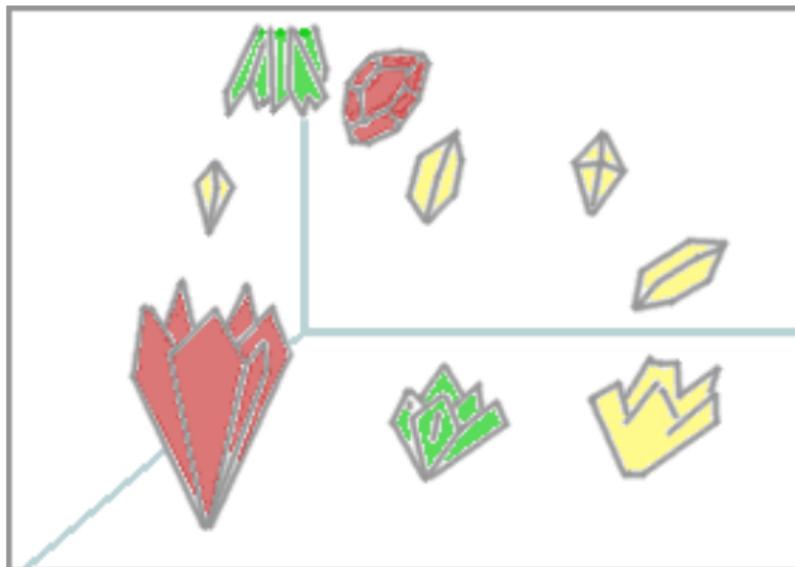
Game Programming



Pascal Lange, Sebastian Koall, Jennifer Stamm

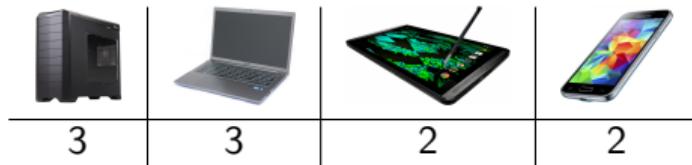
Daniel Limberger Hasso-Plattner-Institut WiSe 2014/2015

Motivation und Spielidee



Demo

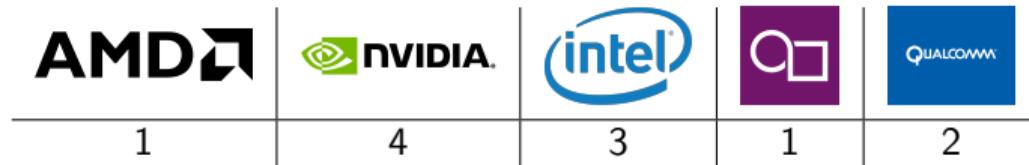
Entwicklungsumgebung



Deployment auf 10 Geräten parallel



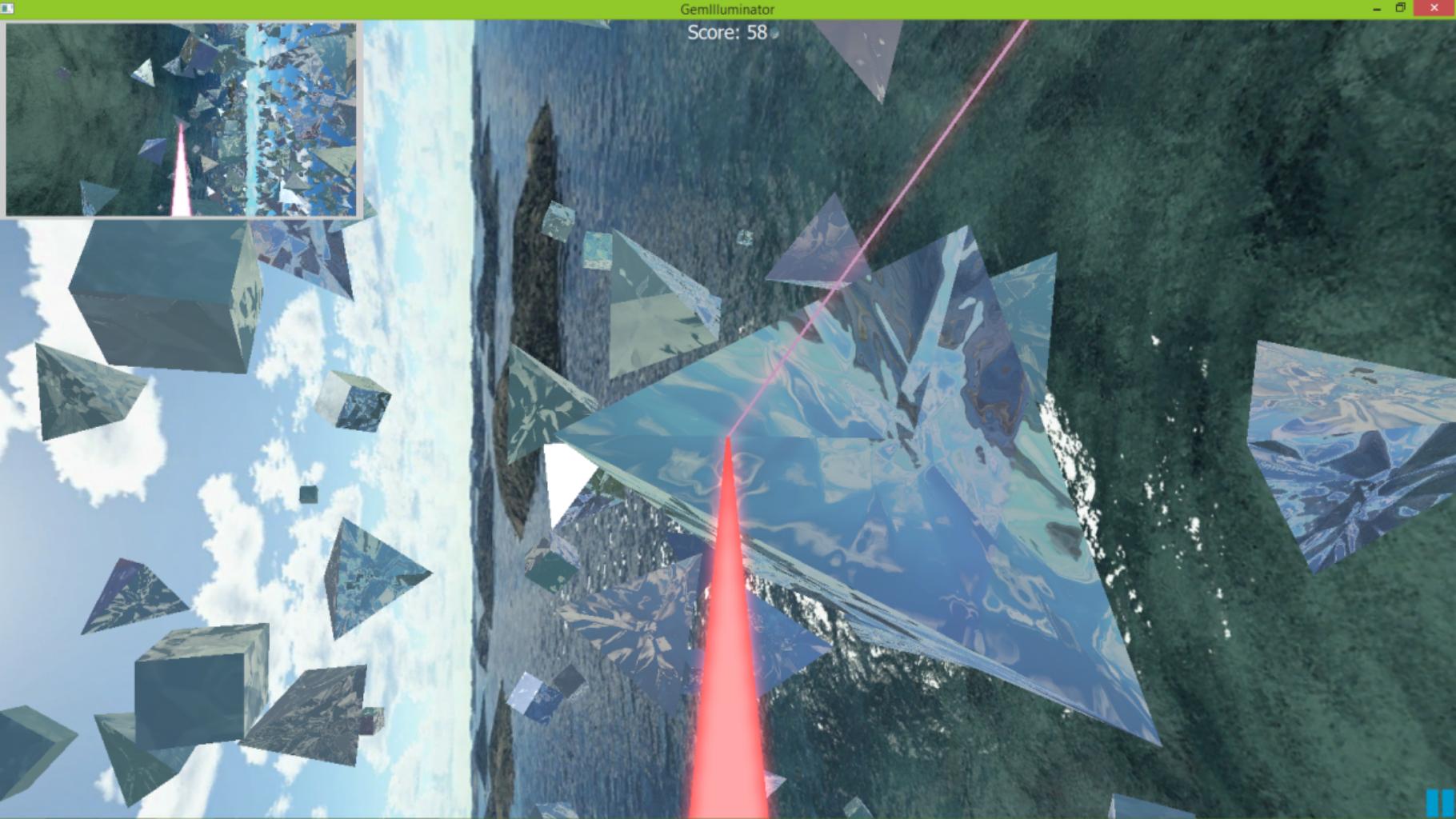
Entwicklung mit OpenGL ES 2.0



Verwendete Grafikkarten

GemIlluminator

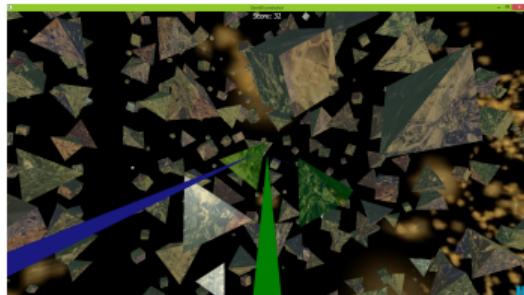
Score: 58



Computergraphic Features



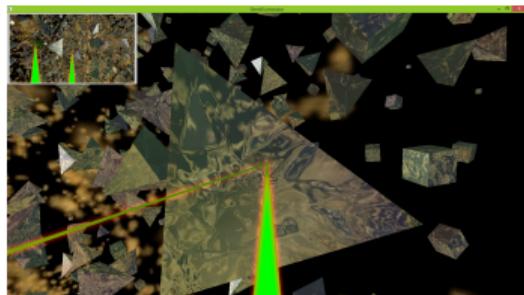
Environment Mapping



Licht- und Kristalleffekte

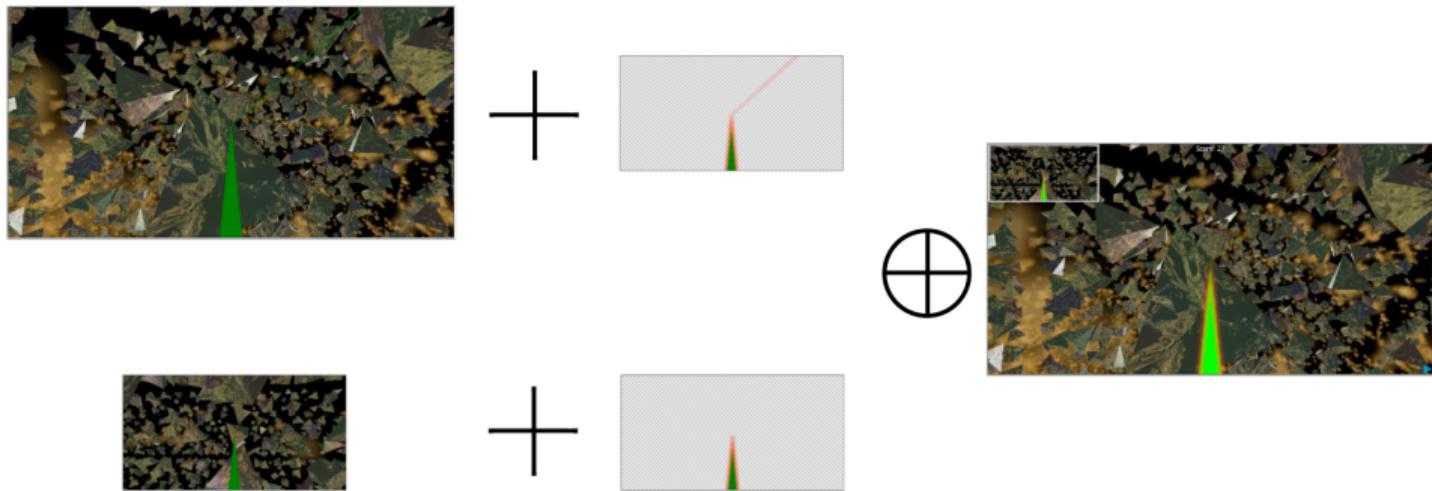


Preview-Window



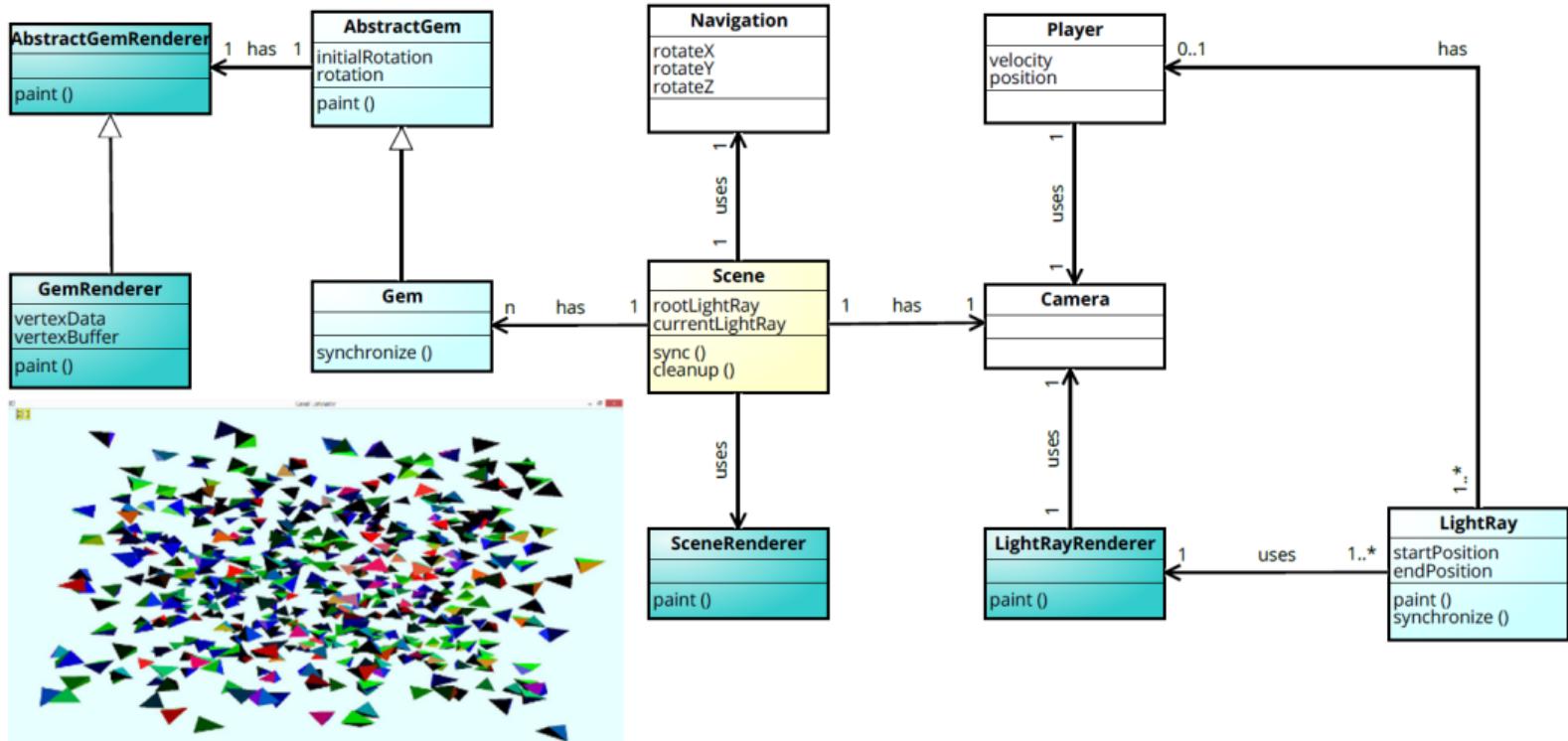
Glow-Effekt

Preview Window & Glow

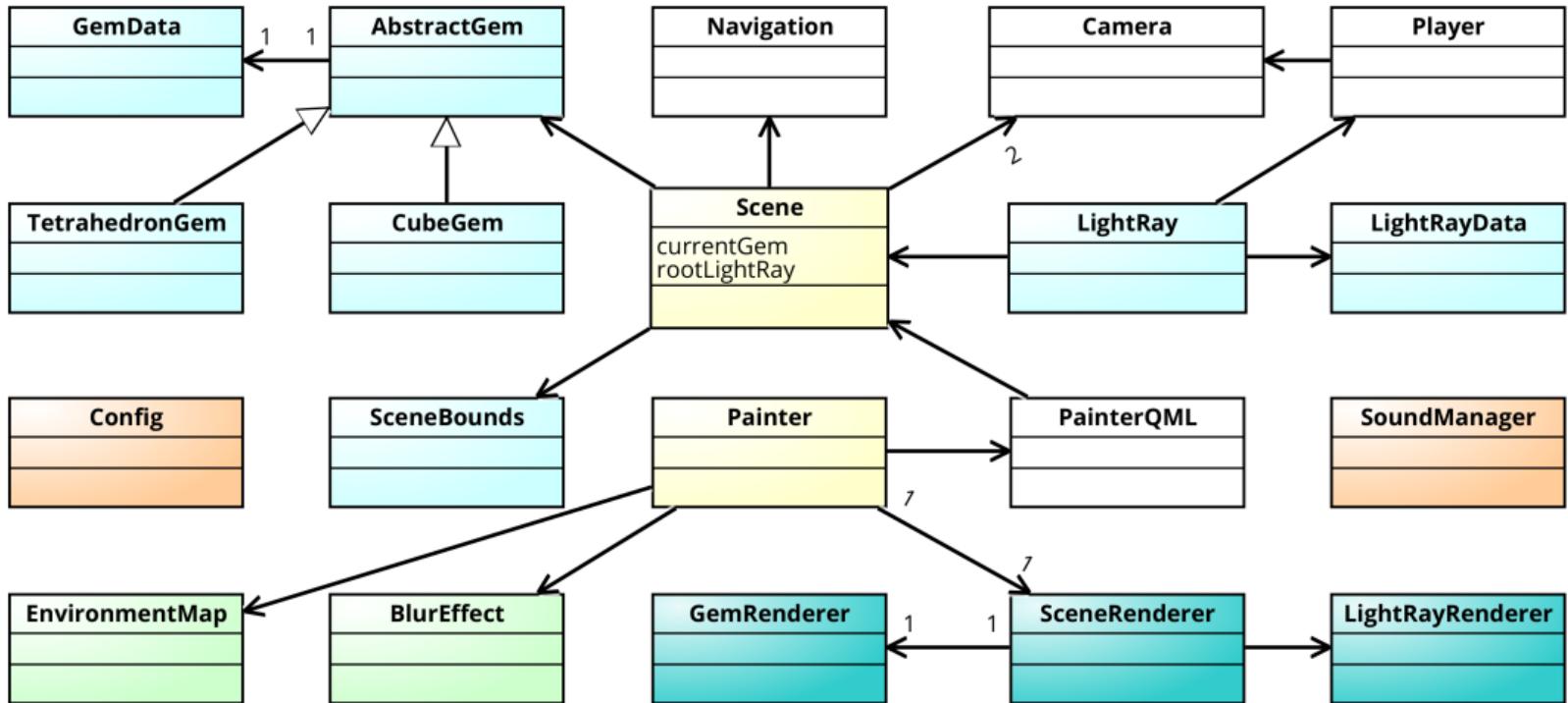


Glow-Effekt durch Blurring mit Gauss-Filter (Filterkerngröße 5×5)

Architektur – Zwischenstandspräsentation

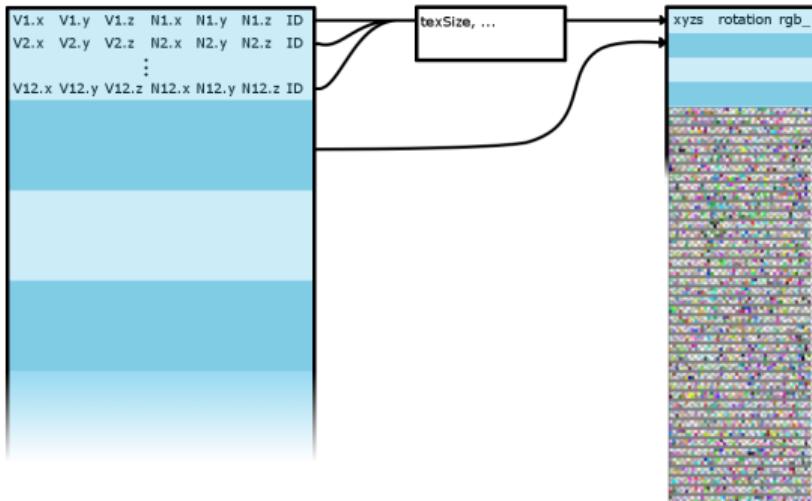


Architektur – Abschlusspräsentation



1. Instance Drawing
2. Attribut-Buffer + Textur + gl_VertexID
3. Attribut-Buffer + Textur + Index-Attribut
4. Attribut-Buffer + Byte-Textur + Index-Attribut
5. Attribut-Buffer + Byte-Textur/Float-Textur + Index-Attribut

Optimiertes Rendering



Fehler und Probleme

Fehler und Probleme

```
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShaderProgram::uniformLocation( u_data ): shader program is not linked
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShaderProgram::uniformLocation( u_sceneExtent ): shader program is not linked
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShaderProgram::uniformLocation( u_isFloatTextureAvailable ): shader program is not linked
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShaderProgram::uniformLocation( u_texHeight ): shader program is not linked
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShaderProgram::uniformLocation( u_texWidth ): shader program is not linked
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShaderProgram::uniformLocation( u_maxGemSize ): shader program is not linked
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShaderProgram::uniformLocation( u_minGemSize ): shader program is not linked
W/Qt      ( 5930): (null):0 ((null)): QOpenGLShader::link: "--From Vertex Shader:
W/Qt      ( 5930): --From Fragment Shader:
W/Qt      ( 5930): Link was successful.
W/Qt      ( 5930): "
```

Vage Fehlermeldungen

```
void QTiltSensor::calibrate()
```

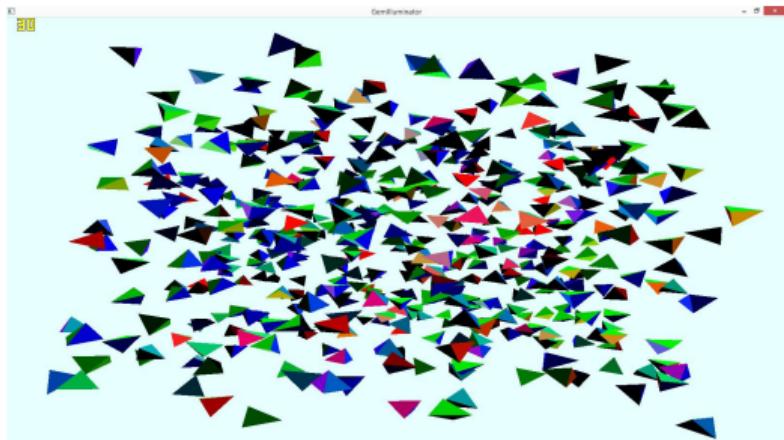
Calibrates the tilt sensor. Uses the current tilt angles as 0.

```
QMetaObject::invokeMethod: No such method QSensorBackend::calibrate()
```

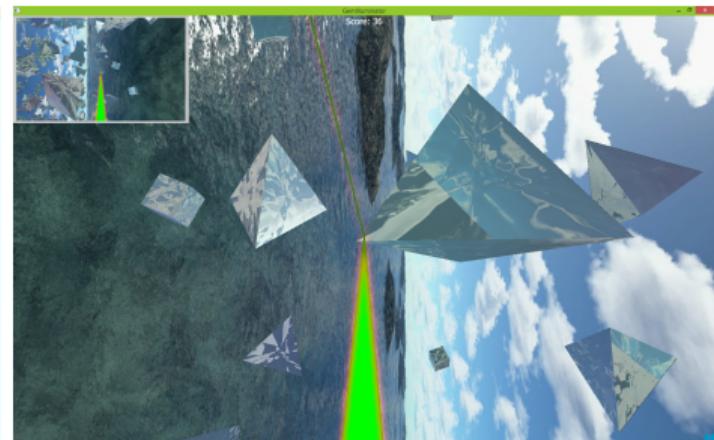
Inakkurate Dokumentation

Lessons learned - Teamerfahrung

- Abgleichen der Fähigkeiten, Erwartungen und Coding Styles
- Zufällig passendes Team
- Konstantes Arbeiten
- Nachmittagstief
- Durchdachtes Spielkonzept vs. coole Spielidee
- Spaß

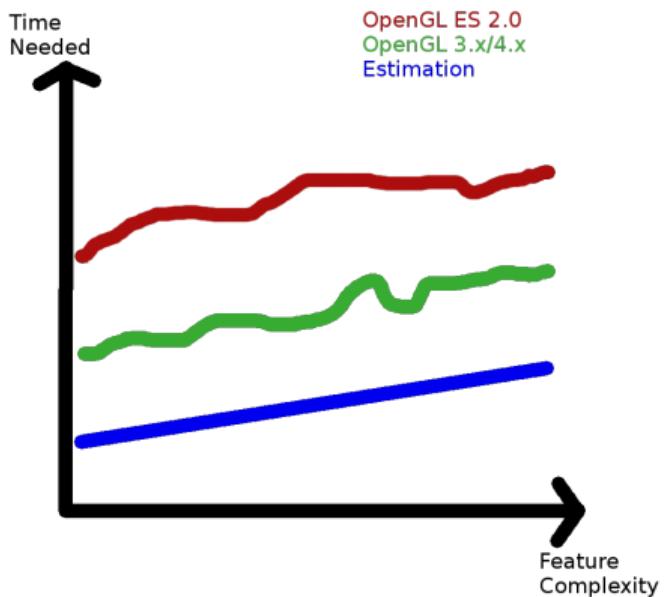


Zwischenstand



Finaler Stand

Lessons learned - OpenGL ES 2.0 und QML



Es ist nicht unmöglich, aber es dauert.

Bibliographie I

-  [gameprogramming.hpi3d.de/201314/mammut/.](http://gameprogramming.hpi3d.de/201314/mammut/)
Source for graphics.
-  [http://www.signavio.com/de/.](http://www.signavio.com/de/)
Creation tool used for architecture diagrams.
-  [www.krautscape.net/index.php?page=screenshots.](http://www.krautscape.net/index.php?page=screenshots)
Source for graphics.
-  [www.pixabay.com.](http://www.pixabay.com)
Source for graphics.