Name: Dongmin Jin

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **My submission fulfils the following conditions to pass:** | | | | | |
| Software compiles | | Yes | | | |
| Populated Git repo consistent with DLE submission exists | | Git link:https://github.com/Lkim02/EscapeDungeon.git | | | |
| OpenGL in C++ with vertex and fragment shaders loaded with a quad displayed and signature feature visible. | | List your signature(s): | | | |
| Write up and video explanation submitted | | Filenames: readme.md Youtube: https://youtu.be/T\_qvLovrfyk | | | |
| Defended work in viva. | | Yes | | | |
| **My CW2 project has the following features** | | | | | |
| **Feature** | **Description** | | **Category** | **Marks Claimed** | **Marks Awarded (for ML use)** |
| MVP Implemented | The current project is passing MVPs into (and bone's M) shaders separately | | 40-70 Marks | 5 |  |
| Textures | Signature has created a mixed texture. | | 40-70 Marks | 5 |  |
| 3D polygons with scene animations | Animations with loop autoplay (knightguard and random fly spawl), animations with conditional play (Player's walk animation) | | 40-70 Marks | 5 |  |
| Keyboard/mouse movement | The keyboard wasd movement and the use of c to switch between camera modes, the use of the mouse to move and the scroll wheel to adjust the camera's angle of view. | | 40-70 Marks | 5 |  |
| PBR Lighting | not applicable | | Advanced | 5 |  |
|  |  | |  |  |  |
| Total Feature Marks | | |  | **25** |  |
| Passing Marks | | |  | **40** |  |
| Minimum marks expected (not including aesthetics) | | |  | 65 |  |
|  | | | | | |

\*By submitting this form I acknowledge all the information claimed to be true.