

Name: Luna McBride

Title: Graphics Test

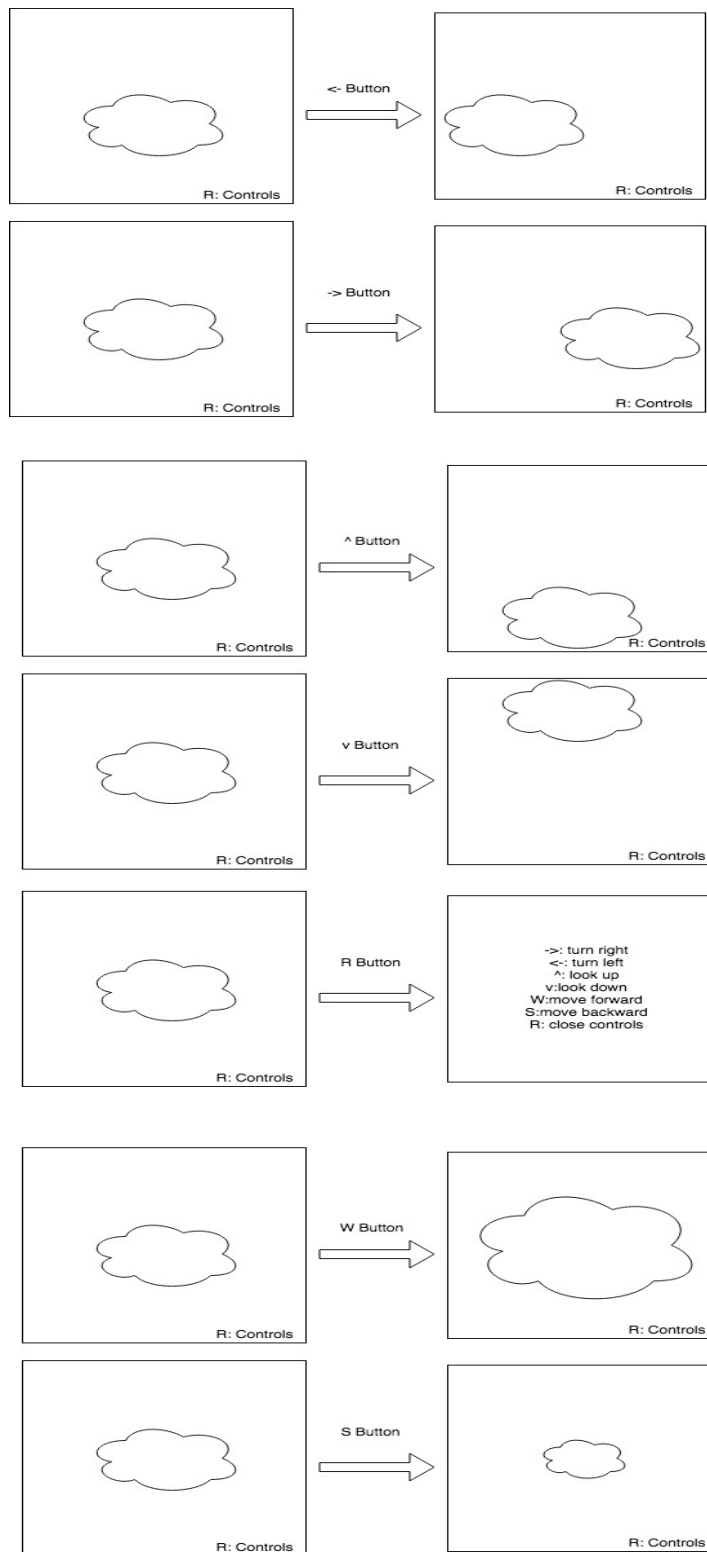
Project Summary: This will be an OpenGL scene using C++, implementing the topics that were done in my graphics summer class with Object Oriented principles.

Project Requirements:

<u>Use Case</u>	<u>Requirement Description (User)</u>	<u>Priority (1-10)</u>
5501	See the scene via a first-person camera	10
5502	A way to show controls so they are not on screen the whole time	8
5503	Turn left and right using the '←' and '→' keys respectively	9
5504	Look up and down using the '↑' and '↓' keys respectively	9
5505	Move Forward and back with the 'W' and 'S' keys respectively	9
5506	Bonk into objects instead of phasing through	1
5507	Include small animations/visual effects	2

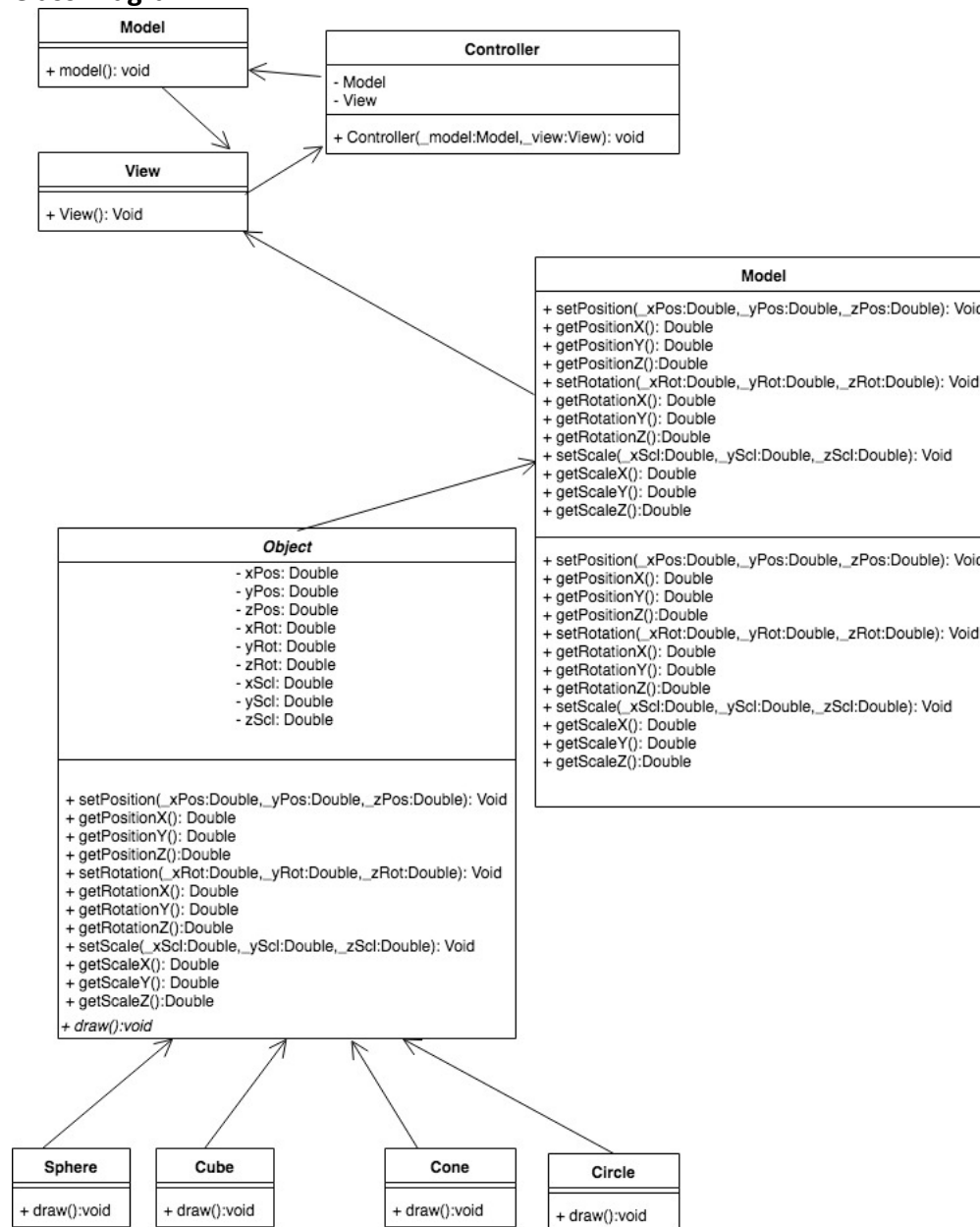
<u>Use Case</u>	<u>Requirement Description (System)</u>	<u>Priority (1-10)</u>
5301	Make scene with MVC	10
5302	Basic model classes (Sphere, Cube, etc)	10
5303	Make big model classes using basic models	10

User Interface:



Note: I have no idea yet what I am going to model for this, as the MVC is more important, so for now have a cloud to represent the scene in the window.

Class Diagram:



(The program I used did not have too many arrow options. Also, let me know how I can improve this).