

SHEESH ENGINE					
TASKS				HOURS	Comments
PRIORITY	DEADLINE (Our own)	TASK - DESCRIPTION	ASSIGNEE	% DONE	
		08 - Custome File			
		1. Create several Importers: a. Import FBX from Assimp o We will see how to save the whole model in the next class b. Import meshes from Assimp (no trace of Assimp library outside this class) c. Import textures with Devil (no trace of Devil library outside this class)		0-10%	
		Make sure you have these folders (create them automatically): a. "Assets/" for user files b. "Library/Meshes", "Library/Materials", "Library/Models", ... o Hidden for internal use, save your mesh/material files there		0-10%	
		Make a process to load your custom file format		0-10%	
		Write in the console how long it takes to load an FBX and your own format		0-10%	
10 - Frustum Culling					
		Calculate (and draw) a bounding box AABB for each GameObject	Xiao&Oriol	100%	
		Refactor de camera as a component	Xiao&Oriol	100%	
		Refactor the Module Camera for handling the editor camera controls a. But use the camera component as much as possible!	Xiao&Oriol	100%	
		Add a Frustum Culling option for the camera a. Reject to draw primitives outside the frustum	Xiao&Oriol	100%	
		Extra: Add a real-time view of the Z-Buffer o It should be pretty easy if you have a Frame Buffer!	Xiao&Oriol	100%	
11 - Serialization					
		Have each GameObject (and Component ?) generate a UUID on creation	Xiao&Oriol	20-30%	
		Create editor support to load / save scenes	Xiao&Oriol	100%	
		Add support to all components for load / save (serialization)	Xiao&Oriol	40-60%	
		Add serialization support for the scene module	Xiao&Oriol	70-90%	
		When loading a new scene, discard the current one (ask before)		0-10%	
12 - Mouse Picking					
		Camera module to react to mouse click and create a ray	Xiao&Oriol	100%	
		Module that contains all Game Objects: test against all Game Object's AABB	Xiao&Oriol	100%	
		From the list generated, go from closer to farthest: a. Test against all triangles, keep the closest b. If no triangle is hit. Move to the next Game Object	Xiao&Oriol	100%	
		If a GameObject is picked, select it in the hierarchy	Xiao&Oriol	100%	
		Implement gizmos for on-screen manipulation	Xiao&Oriol	100%	

PRIORITY MENU
HIGH
MEDIUM
LOW

AUTORS:

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ORIOl MARTÍN CORELLA

(^Solo para las tasks que no hemos acabado, en cuanto se completan le quitamos la prioridad)

13 Time Management				
		Create two clocks: Real Time and Game Time	Xiao&Oriol	100%
		Create Editor support to Play / Stop / Advance / Speed up-down a. Start: Before starting game simulation Serialize the scene b. Stop: Reload the previous serialization	Xiao&Oriol	100%
		Have a way to start the engine in game mode a. Way of doing it: executable arguments, config file, different executable...?	Xiao&Oriol	100%