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CS330

Design Decisions

In the scene we should see a corndog, ChapStick, a raspberry pi, and a cup. When I read the criteria, my biggest fear is that I do not have shapes that meet the requirements, so I looked at what I was about to eat and saw numerous shapes. Which then allowed me to meet the criteria I needed. We should also see a wooden plane that everything is sitting on. With the choices I made I was able to see what the virtual environment was supposed to look like and what my end goal would be.

The user is able to navigate the scene by using what all gamers are used to is the keyboard using w, a, s, and d. These keys are the controls for the camera to move forward, up, down, back, and left and right. These controls are assisted by the mouse changing the viewing angle that the camera is in. The viewing angle allows the person to see the sides of the environment in a different angle. The keypresses and the mouse are assigned to the camera in which direction a button is assigned, and in which spin a mouse movement is assigned. This was taught in week 4 to me and the fellow students.

In my customs I decided that the code could be organized by separating the specific parts. We first get the points of each point that is used. Then we look at the lines being drawn and connecting the dots of the environment. Following we fill it with a color or texture thus making the image realistic and looking like the items are sitting on the plane. After that the movement was brought in. After the movement and area is made there were lighting differences that allow the item to be lit up. I also made a light source that would be the direction causing the shadowing effect. Although some were unsuccessful the ideas and plan were thought through in the step-by-step area.