You need:

[] – 3D assets, in either OBJ or GLTF form

* SlotBody.obj – 1 instance - MBody
* SlotHandle.obj – 1 instance - MHandle
* SlotWheel.obj – 3 instances – MWheel
* Room.obj - MRoom

[] – 3D assets dynamically generated in the code

* Splash screen – quad – only normalized screen coordinates 2D – 1 instance - MSplash
* Key press – quad – only normalized screen coordinates 2D – 1 instance - MKey

[] – Textures associated with the models

* SlotBody.png – Tbody
* SlotHandle.png – Thandle
* SlotWheel.png – Twheel
* SplashScreen.png – Tsplash
* PressSpace.png - TKey

Then you decide:

[] – the illumination for the scene:

[] – which type of direct light? How many ?

1 – direct light from the back

[] – Ambient light type?

Constant ambient

[] – Any object having emission?

No

* These terms might be enclosed in a scene-wide DescriptorSetLayout
  + gubo DescriptorSetLayout including:
    - Direct light color
    - Direct light position
    - Ambient light color
    - Viewer position
      * struct GlobalUniformBlock
  + DSLGubo
    - 1 UNIFORM block including the data above
* For each asset

MBody, MHandle, MWheel1, MWheel2, MWheel3

* + [] – Define which vertex format it uses
    - Position
    - Normal vector
    - UV
      * Struct VertexMesh
  + [] – Select a BRDF approximation and shading technique, and depending on the scene illumination, define the corresponding Vertex / Fragment shader couple
    - Phong smooth shading
    - Lambert + Bilnn BRDF
  + [] – Decide which texture it requires
    - Color texture
  + [] – Decide which data sent from the CPP code the shaders need
    - Specular color
    - Specular power
    - Ambient sensitivity
    - ---------------------------------------------
    - World-view-projection matrix
    - World matrix
    - Normal transform matrix
      * struct MeshUniformBlock
    - The last two point determines the DescriptorSetLayout for the shader couple
      * 1 UNIFORM block including the data above
      * 1 Texture with the corresponding color
        + DSLMesh

MSpalsh, MKey

* + [] – Define which vertex format it uses
    - Position (2D normalized screen coordinates)
    - UV
      * Struct VertexOverlay
  + [] – Select a BRDF approximation and shading technique, and depending on the scene illumination, define the corresponding Vertex / Fragment shader couple
    - No illumination, just pass the UV and return the pixel read from the texture
  + [] – Decide which texture it requires
    - Color Texture
  + [] – Decide which data sent from the CPP code the shaders need
    - Visibility
      * OverlayUniformBlock
    - The last two point determines the DescriptorSetLayout for the shader couple
      * 1 Texture with the corresponding color
      * 1 UNIFORM block including the data above
        + DSLOverlay

MRoom

* + [] – Define which vertex format it uses
    - Position
    - Normal vector
    - Color
      * Struct VertexVColor
  + [] – Select a BRDF approximation and shading technique, and depending on the scene illumination, define the corresponding Vertex / Fragment shader couple
    - Phong smooth shading
    - Lambert + Bilnn BRDF
  + [] – Decide which texture it requires
    - No texture
  + [] – Decide which data sent from the CPP code the shaders need
    - Specular color
    - Specular power
    - Ambient sensitivity
    - ---------------------------------------------
    - World-view-projection matrix
    - World matrix
    - Normal transform matrix
      * struct MeshUniformBlock
    - The last two point determines the DescriptorSetLayout for the shader couple
      * 1 UNIFORM block including the data above
        + DSLVColor

You then:

[] – Examine how many different formats have been used by the assets

Three -> see above

* VMesh
* VOverlay
* VVColor

[] – How many different DescriptorSetLayout are needed

Four -> see above

[] – How many different vertex and fragment shaders are needed

* This will also determine how many pipelines are needed
  + PMesh
    - Vertex Shader: MeshVert.spv
    - Fragment Shader: MeshFrag.spv
    - Based on VMesh and {DSLGubo, DSLMesh}
  + POverlay
    - Vertex Shader: OverlayVert.spv
    - Fragment Shader: OverlayFrag.spv
    - Based on VOverlay and {DSLGubo, DSLOverlay}
  + PVColor
    - Vertex Shader: VColorVert.spv
    - Fragment Shader: VColorFrag.spv
    - Based on VVColor and {DSLGubo, DSLVColor}

You can then:

[] – Create the Vertex formats

[] – Define the models and load them

[] – Define the texture and load them

[] – Create a DescriptorSetLayout for the scene-wide and pipeline specific uniform

[] – Create the pipelines needed

[] – For each scene-wide DescriptorSetLayout, create the corresponding DescriptorSet instance

* DSGubo – instances DSLGubo
  + struct GlobalUniformBlock
* DSBody, DSHandle, DSWheel1, DSWheel2, DSWheel3, DSRoom – six instances of DSLMesh
  + struct MeshUniformBlock
* DSSplash, DSKey – instance DSLOverlay
  + struct OverlayUniformBlcok

[] – Count the required number of:

* DescriptorSets: 9
  + DSGubo, DSBody, DSHandle, DSWheel1, DSWheel2, DSWheel3, DSSplash, DSKey, DSRoom
* UniformBlocks elements of the DescriptorSets: 9
  + All DS
* Texture elements of the DescriptorSets: 7
  + All DS except DSGubo

[] – For each 3D asset, create its specific DescriptorSet according to the corresponding DescriptorSetLayout. Here is where you will define the size of the corresponding uniform, and assign the textures.

* Init the variables above

[] – In the procedure that populates the command buffer, enter the command to draw all the primitives:

[] – first bind the scene-wide DescriptorSets

[] – for each different pipeline:

* + [] - Bind the pipeline
  + [] - For each object belonging to that pipeline:
    - [] – Bind the corresponding DescriptorSet
    - [] – Bind the vertex and index buffers
    - [] – call the draw command for the corresponding mesh
* Remember: it is always easier to load all the 3D objects at the beginning, and then “hide” the ones you do not need by either giving them a zero scale, or by moving them far away from the far plane of the camera.

[] – initialize all the variables for the game logic

* Here I initialize the DescriptorSets and map to set the initial state of the objects

[] – in the procedure that handles the user interaction:

[] – Read the user input (from the keyboard, the mouse or the Joystick)

* + Orbiting camera model – left stick moves camera forward or up / down, right thumb moves the camera around the slot machine. Implented by storing the target position and the camera position and using a LookAt matrix
    - Four float variables needed: CamH, CamRadius, CamPitch, CamYaw
  + Implement the state machine of the game

[] – update the camera position and direction (if needed), and the corresponding view / projection matrix

* + Camera FoV = 90 deg, near plane = 0.1, far plane = 100

[] – update the variable with the position of the objects

* + Only rotations for the wheels and the handle are needed:
    - Four float variables: HandleRot, Wheel1Rot, Wheel2Rot, Wheel3Rot

[] – determine the new values of the uniform variable and map them

**1 - Vertex formats (C++)**

|  |  |
| --- | --- |
| **Name** | **Data structure** |
| VertexMesh | struct VertexMesh {  glm::vec3 pos;  glm::vec3 norm;  glm::vec2 UV;  }; |
| VertexOverlay | struct VertexOverlay {  glm::vec2 pos;  glm::vec2 UV;  }; |
| VertexVColor | struct VertexVColor {  glm::vec3 pos;  glm::vec3 norm;  glm::vec3 color;  }; |

**2 - Data structures for Uniform Block Objects (C++)**

|  |  |
| --- | --- |
| **Name** | **Data structure** |
| GlobalUniformBlock | struct GlobalUniformBlock {  alignas(16) glm::vec3 DlightDir;  alignas(16) glm::vec3 DlightColor;  alignas(16) glm::vec3 AmbLightColor;  alignas(16) glm::vec3 eyePos;  }; |
| MeshUniformBlock | struct MeshUniformBlock {  alignas(4) float amb;  alignas(4) float gamma;  alignas(16) glm::vec3 sColor;  alignas(16) glm::mat4 mvpMat;  alignas(16) glm::mat4 mMat;  alignas(16) glm::mat4 nMat;  }; |
| OverlayUniformBlock | struct OverlayUniformBlock {  alignas(4) float visible;  }; |

Note: the new type of object uses the same data as the one in the *MeshUniformBlock*. For this reason, it is not necessary to add a new data structure for the C++ side of the uniform, and the same defined for the other 3D objects can be reused.

**3 - Descriptor Set Layouts**

|  |  |  |  |
| --- | --- | --- | --- |
| **Variable** | **Binding** | **Type** | **Which shader** |
| DSLMesh | 0 | UBO | ALL |
| 1 | Texture | Fragment |
|  |  |  |
| DSLOverlay | 0 | UBO | ALL |
| 1 | Texture | Fragment |
|  |  |  |
| DSLVColor | 0 | UBO | ALL |
|  |  |  |
|  |  |  |
| DSLGubo | 0 | UBO | ALL |
|  |  |  |
|  |  |  |

**4 - Vertex Descriptors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Variable** | **Format (C++)** | **Location** | **Type** | **Usage** |
| VMesh | VertexMesh | 0 | vec3 | POSITION |
| 1 | vec3 | NORMAL |
| 2 | vec2 | UV |
| VVColor | VertexVColor | 0 | Vec3 | POSITION |
| 1 | vec3 | NORMAL |
| 2 | vec3 | COLOR |
| VOverlay | VertexOverlay | 0 | vec2 | OTHER |
| 1 | Vec2 | UV |
|  |  |  |

**5 - Pipelines**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Variable** | **Vertex Shader** | **Fragment Shader** | **Vertex format (C++)** | **Vertex descriptor** | **Set ID** | **Descriptor set Layout** |
| PMesh | MeshVert.spv | MeshFrag.spv | VertexMesh | VMesh | 0 | DSLGubo |
| 1 | DSLMesh |
|  |  |
| PVColor | VColorVert.spv | VColorFrag.spv | VertexVColor | VVColor | 0 | DSLGubo |
| 1 | DSLVColor |
|  |  |
| POverlay | OverlayVert.spv | OverlayFrag.spv | VertexOverlay | VOverlay | 0 | DSLOverlay |
|  |  |
|  |  |

**6 - Mesh objects**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Variable** | **Vertex Format (C++)** | **Vertex descriptor** | **Type** | **Model File** |
| MBody | VertexMesh | VMesh | OBJ | SlotBody.obj |
| MHandle | VertexMesh | VMesh | OBJ | SlotHandle.obj |
| MWheel | VertexMesh | VMesh | OBJ | SlotWheel.obj |
| MKey | VertexOverlay | VOverlay | Manual | - |
| MSpalsh | VertexOverlay | VOverlay | Manual | - |
| MRoom | VertexVColor | VVColor | OBJ | Room.obj |
|  |  |  |  |  |

**7 - Textures**

|  |  |  |
| --- | --- | --- |
| **Variable** | **File** | **Sampler** |
| TBody | SlotBody.png | - |
| THandle | SlotHandle.png | - |
| TWhell | SlotWheel.png | - |
| TKey | PressSpace.png | - |
| TSplash | SplashScreen.png | - |

Note: the new object stores the color in the vertices. For this reason, no new texture is required.

**8 - Uniform Blocks Objects, C++ sides**

|  |  |
| --- | --- |
| **Type** | **Variable** |
| MeshUniformBlock | uboBody |
| MeshUniformBlock | uboHandle |
| MeshUniformBlock | uboWheel1 |
| MeshUniformBlock | uboWheel2 |
| MeshUniformBlock | uboWheel3 |
| GlobalUniformBlock | gubo |
| OverlayUniformBlock | uboKey |
| OverlayUniformBlock | uboSplash |
| MeshUniformBlock | uboRoom |

**9 - Descriptor Sets**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Variable** | **Descriptor Set Layout** | **Binding** | **Type** | **C++ data structure** | **Variable with values** | **Texture** |
| DSBody | DSLMesh | 0 | UBO | MeshUniformBlock | uboBody |  |
| 1 | Texture |  |  | TBody |
|  |  |  |  |  |
| DSHandle | DSLMesh | 0 | UBO | MeshUniformBlock | uboHandle |  |
| 1 | Texture |  |  | THandle |
|  |  |  |  |  |
| DSWheel1 | DSLMesh | 0 | UBO | MeshUniformBlock | uboWheel1 |  |
| 1 | Texture |  |  | TWheel |
|  |  |  |  |  |
| DSWheel2 | DSLMesh | 0 | UBO | MeshUniformBlock | uboWheel2 |  |
| 1 | Texture |  |  | TWheel |
|  |  |  |  |  |
| DSWheel3 | DSLMesh | 0 | UBO | MeshUniformBlock | uboWheel3 |  |
| 1 | Texture |  |  | TWheel |
|  |  |  |  |  |
| DSRoom | DSLVColor | 0 | UBO | MeshUniformBlock | uboRoom |  |
|  |  |  |  |  |
|  |  |  |  |  |
| DSKey | DSLOverlay | 0 | UBO | OverlayUniformBlock | uboKey |  |
| 1 | Texture |  |  | TKey |
|  |  |  |  |  |
| DSSplash | DSLOverlay | 0 | UBO | OverlayUniformBlock | uboSplash |  |
| 1 | Texture |  |  | TSplash |
|  |  |  |  |  |
| DSGubo | DSLGubo | 0 | UBO | GlobalUniformBlock | gubo |  |
|  |  |  |  |  |
|  |  |  |  |  |

**10 - Scene Objects**

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **Pipeline** | **Mesh** | **Descriptor Sets** |
| Slot Body | PMesh | MBody | DSGubo |
| DSBody |
| Slot Handle | PMesh | MHandle | DSGubo, |
| DSHandle |
| Slot Wheel 1 | PMesh | MWheel | DSGubo, |
| DSWheel1 |
| Slot Wheel 2 | PMesh | MWheel | DSGubo |
| DSWheel2 |
| Slot Wheel 3 | PMesh | MWheel | DSGubo |
| DSWheel3 |
| Room environment | PVColor | MRoom | DSGubo, |
| DSRoom |
| Splash Screen | POverlay | MSplash | DSSpalsh |
|  |
| Press a Key sign | POverlay | MKey | DSKey |
|  |