**Table 1: Object ID**

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| --- | --- | --- | --- |
| **SL#** | **Object ID** | **Function Name** | **Object Name** |
| 1 | O101 | bushes(void) | Bushes |
| 2 | O102 | flowers(void) | Flowers above the bushes |
| 3 | O103 | greenery(void) | Greenery above the road |
| 4 | O104 | road(void) | Road(pitch) |
| 5 | O105-O111 | roadBlock1()-roadBlock7() | White blocks on the pitch |
| 6 | O106-O119 | building1()-building8() | Buildings |
| 7 | O120 | sun(void) | Sun |
| 8 | O121-O123 | tree1()-tree3() | Trees on the greenary |
| 9 | O124-O125 | cloud1()-cloud2() | Clouds on the sky |
| 10 | O126 | aeroplane(void) | Aeroplane |
| 11 | O127 | car(void) | Car |
| 12 | O128 | truck(void) | Truck |
| 13 | O129-O130 | roadLight()-roadLight2() | Road lights |
| 14 | O131 | bench(void) | Bench on the greenary |

**Table 2: Animation ID**

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| --- | --- | --- | --- |
| **SL#** | **Animation Function ID** | **Animation Function** | **Object/Scene** |
| **1** | **A101** | **updateSkyColor(int value)** | **Updating the sky color for day-night transition(Keyboard int.)** |
| **2** | **A102** | **transitionToDay(void)** | **Transition from night to day(Keyboard int.)** |
| **3** | **A103** | **transitionToNight(void)** | **Transition from day to night(Keyboard int.)** |
| **4** | **A104** | **updateSunPosition(int value)** | **Rotation of sun** |
| **5** | **A105** | **updateCloudPosition(int value)** | **Moving clouds across the sky** |
| **6** | **A106** | **updateAeroplanePosition(int value)** | **Moving aeroplane across the sky** |
| **7** | **A107** | **updateCarPosition(int value)** | **Moving car across the road** |
| **8** | **A108** | **updateTruckPosition(int value)** | **Moving truck across the road** |
| **9** | **A109** | **isPointInsideRoadLight(float x, float y, float lightX, float lightY, float radius)** | **Turning the road lights on/off through a click of mouse(Mouse int.)** |