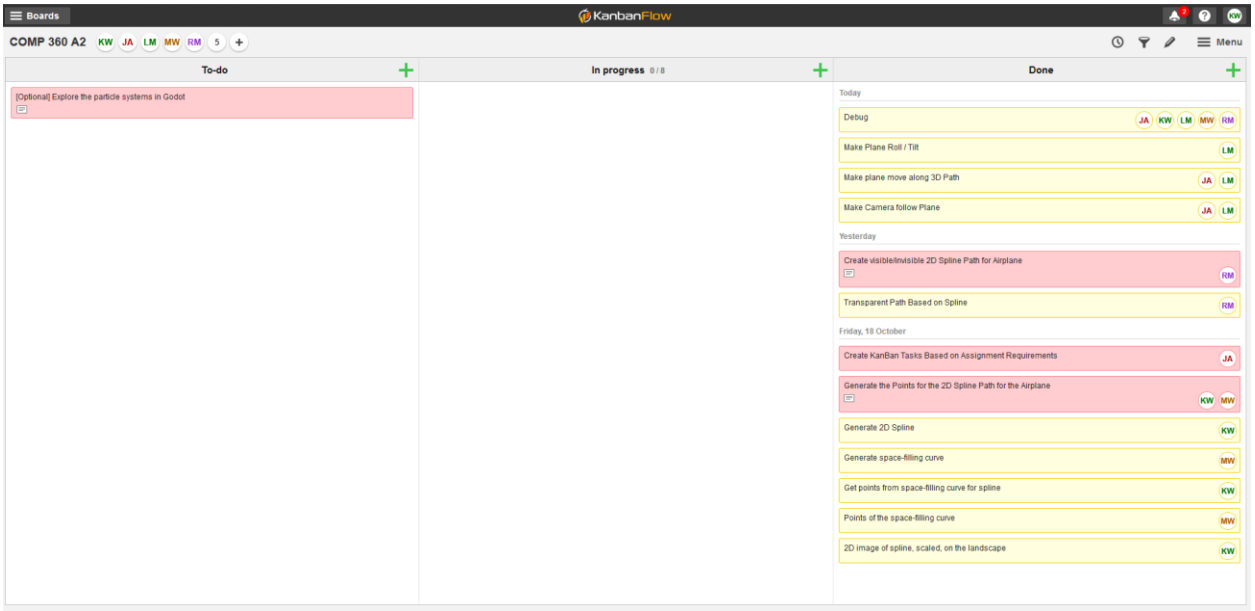
Members:

Jannine Gemmell, Liam Maarhuis, Ryan Morrison, Kaiya Wangler, Markus Webster

Github Link:

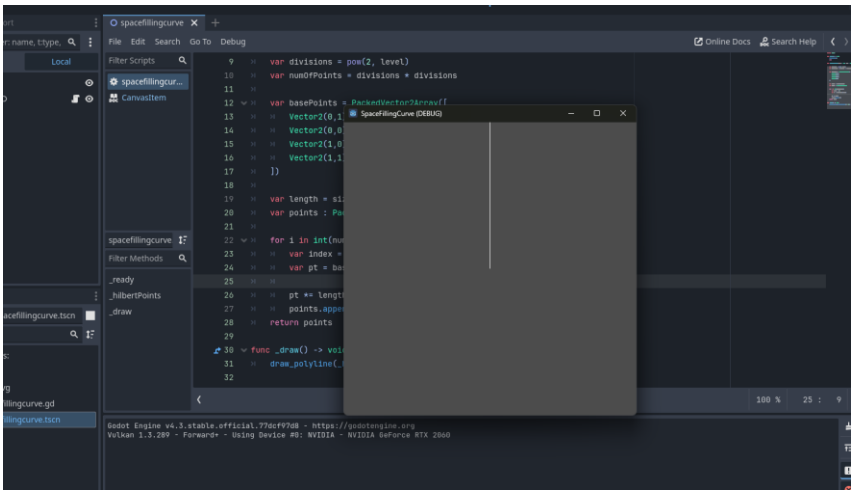
https://github.com/MidnightWolfe/COMP360-A2

Kanban Board:

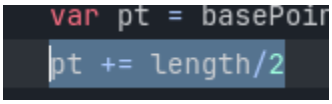


Debugging Photos (with Annotations):

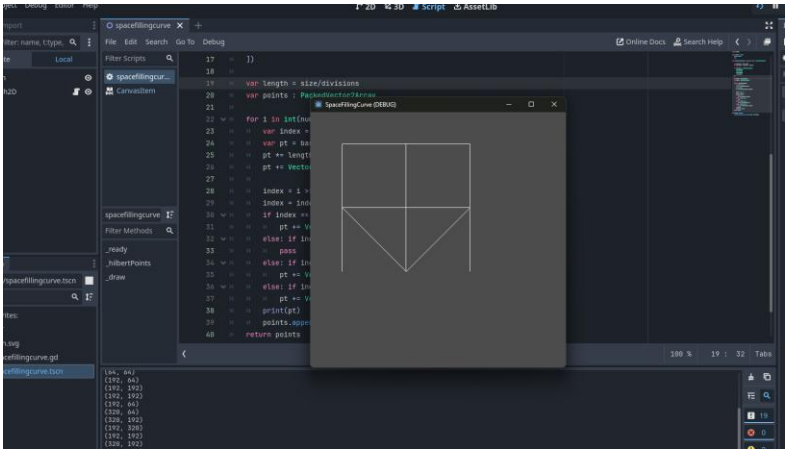
Markus:



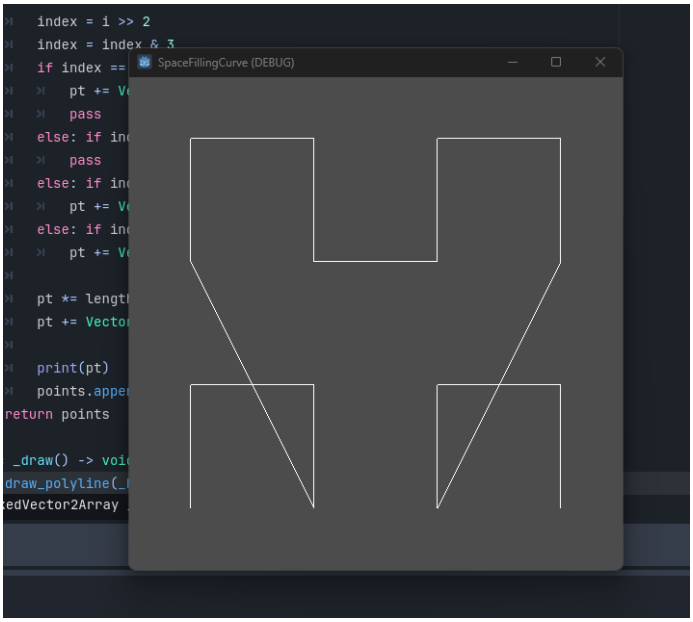
Created first pseudo Hilbert curve, but needs to be offset to fit the center of the space.



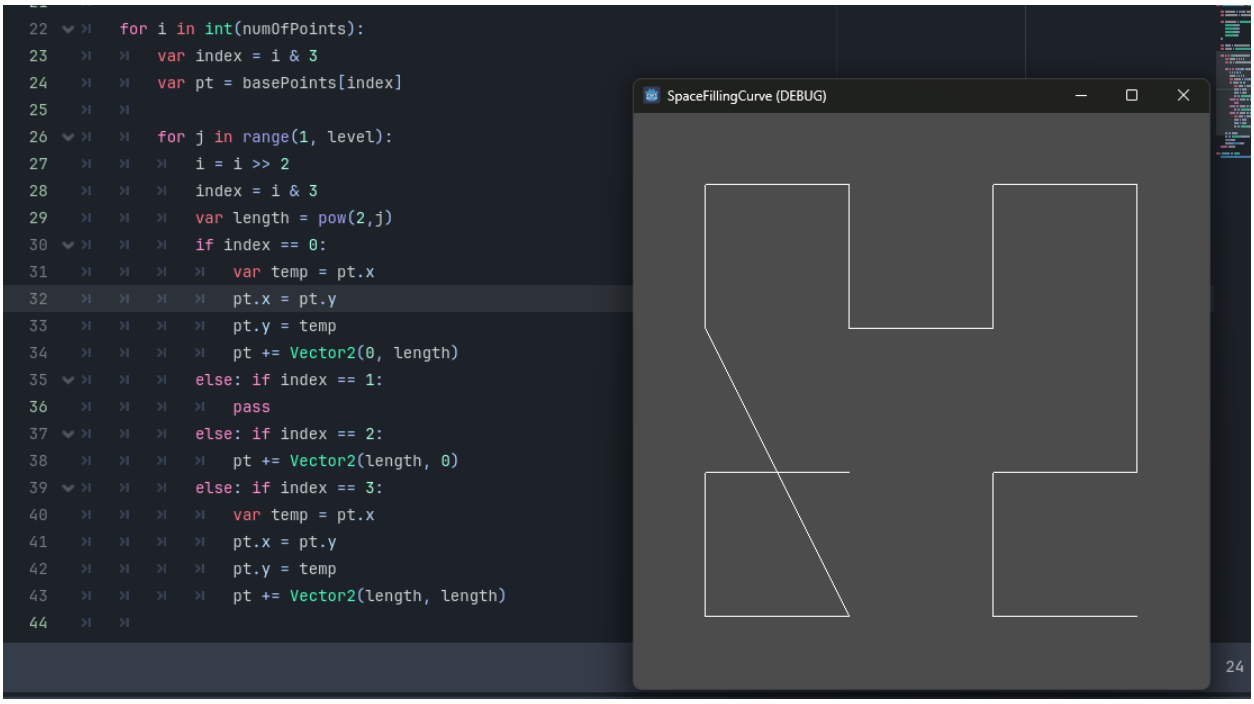
the offset to each point



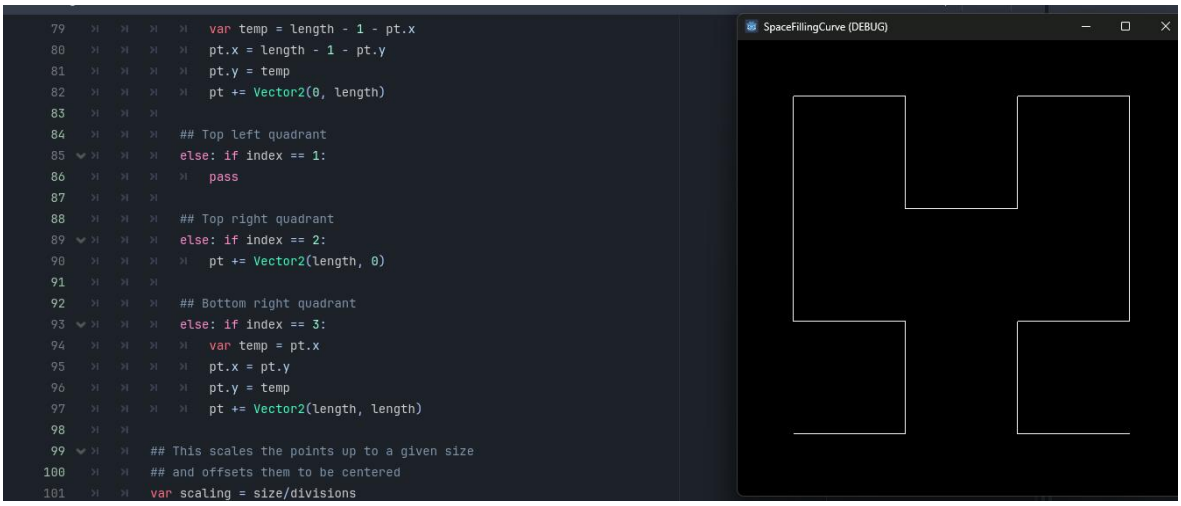
Attempt at a second order pseudo Hilbert curve. the wrong points are swapped to create the effect of rotation, also, the points aren't being scaled properly.



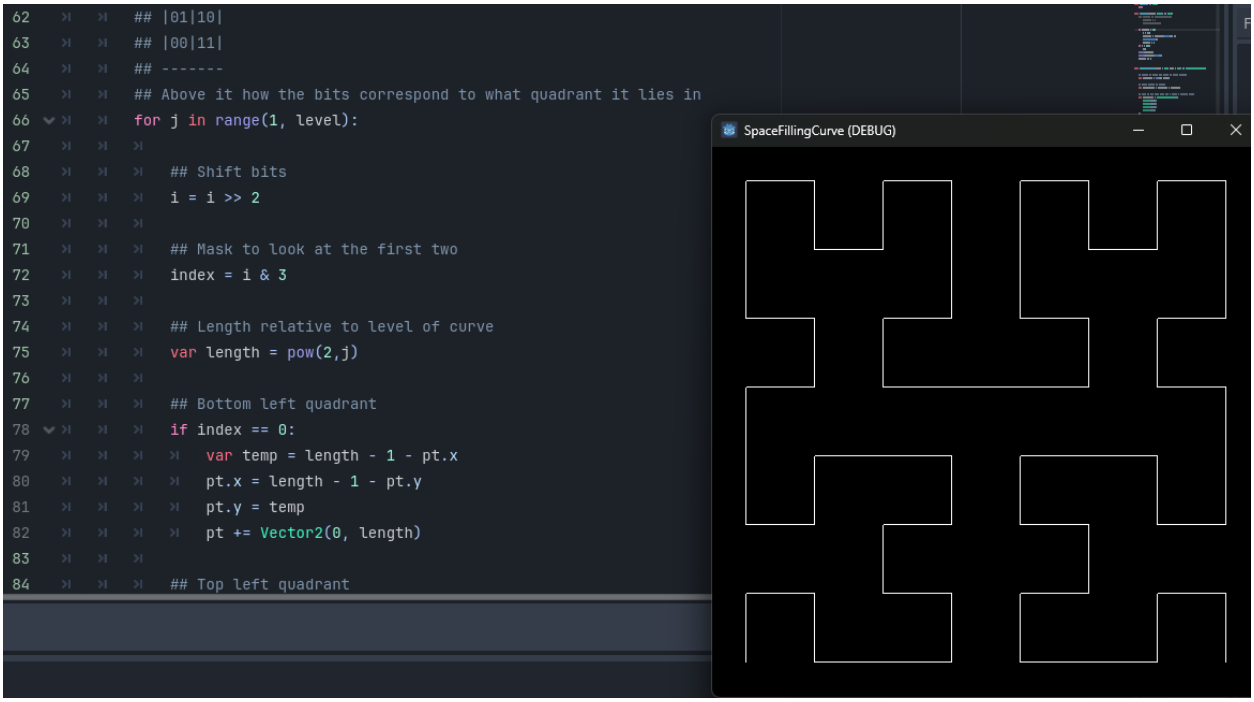
Got the correct scaling of points, but now need to try to re-implement the rotation. Inspiration for bit shifting and bit masking from https://www.youtube.com/watch?v=dSK-MW-zuAc



Code works for the bottom right rotation, but I need to re-think bottom left.



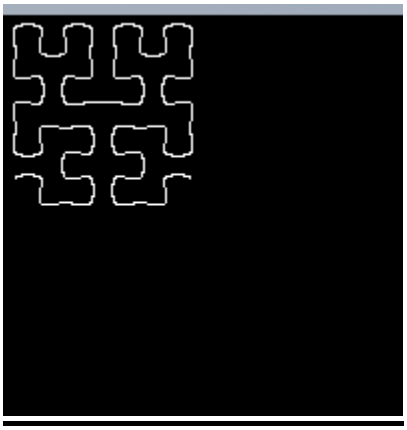
Fixed rotation of bottom left.



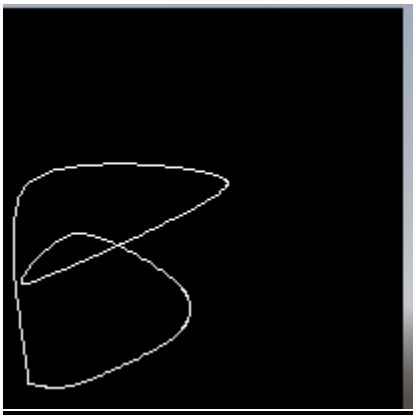
Level 3 pseudo Hilbert curve.

Kaiya

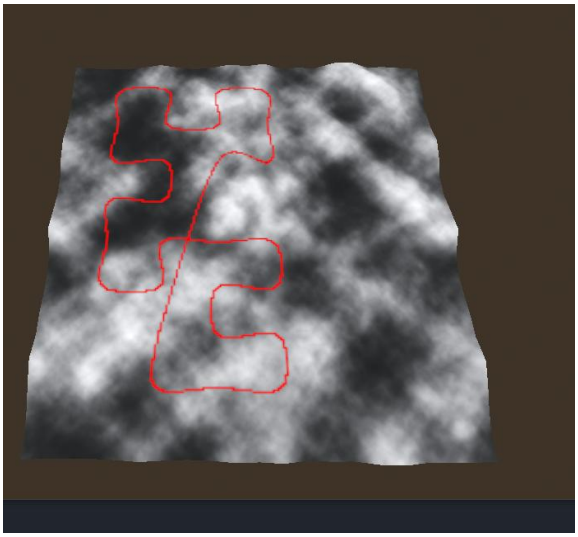
The original Hilbert Curve that was generated by our spline, which wasn't what we wanted since it was using all the points.



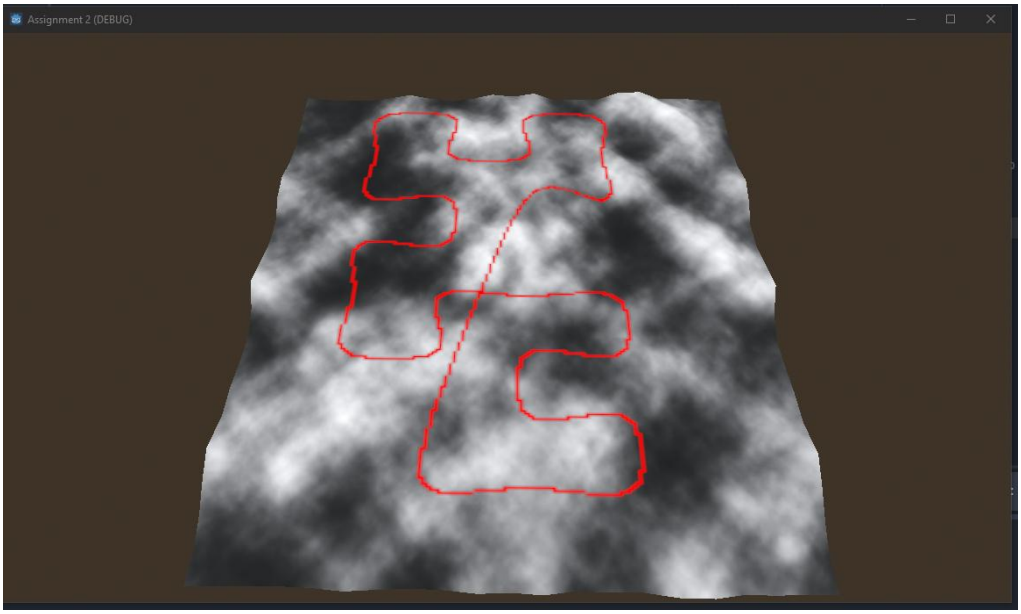
The curve created from selecting indexes of the matrix of points created by the Hilbert Curve. This wasn't quite a random set of points as we had to individually select indexes.



The spline path in the 3D landscape, but its size was wrong and so was its position.



The spline path in the 3D space after being scaled correctly and positioned properly over the landscape.



Deleted a +1 that was in the loop range; the additional 1 was causing the points to add random zero vectors in the curves of the path, causing the camera and plane to jerk while it moved along the spline and an error in the code.

```
45    for i in range(resolution):
```