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CMSC 405

### Project 4

In this project you will create a unique 3D animated scene composed of WebGL graphic components. The scene should include animation, lighting, textures, frame buffers and multiple objects.

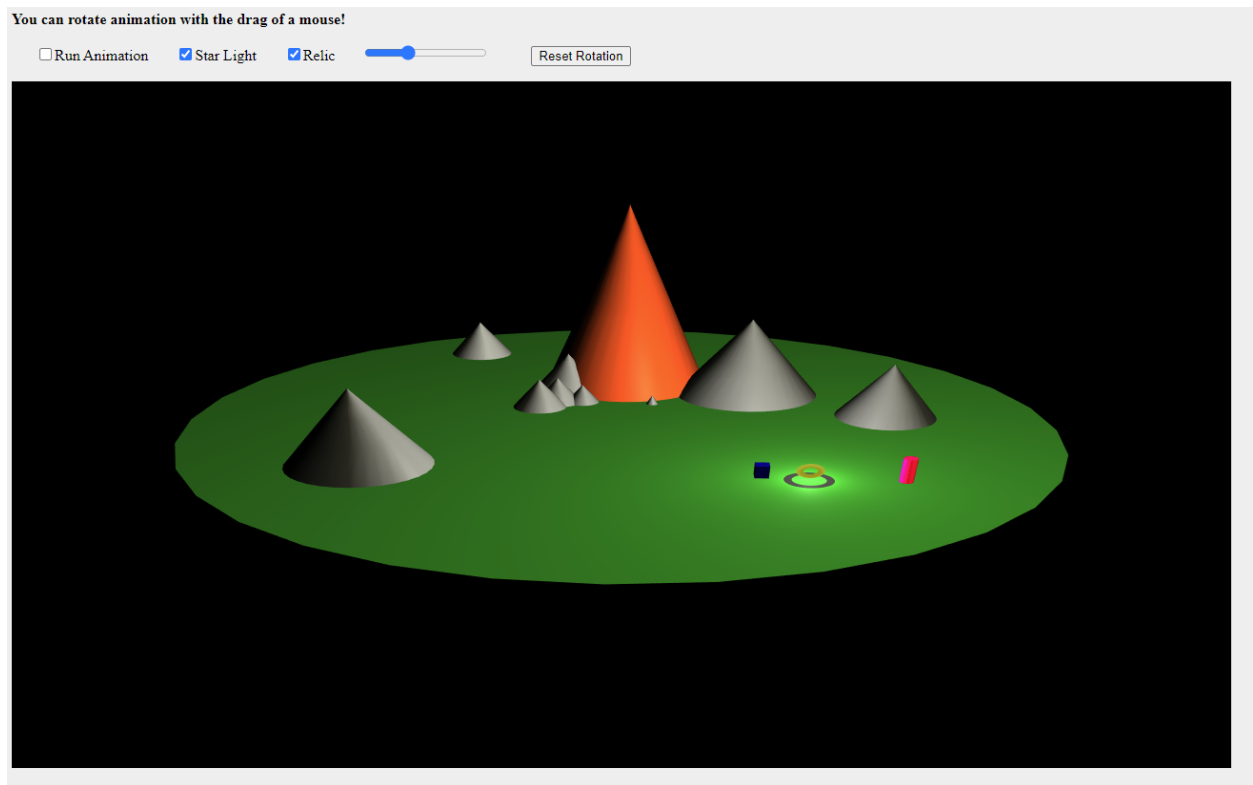
#### **Test Plan**

	Aspect being tested	Input	Expected Output	Actual Output	Pass?
0	GUI	N/A	A small Scene	As expected	Yes
1	Start Animation	Check Run Animation	Animation for all object start	As expected	Yes
2	Star Light	Star Light Box Checked	Sky light will appear	As expected	Yes
3	Relic Light	Relic Light Box Checked	Only the torus(ring) will light up	As expected	Yes
4	Rotator ball	Drag mouse for rotation	Scene will rotate	As expected	Yes
5	Slider	Slide will be moved	Scene will scale	Mountains(cones) did not scale	No

All boxes will be checked on start of program except “Run Animation”. Each test will be initiated at the default state.

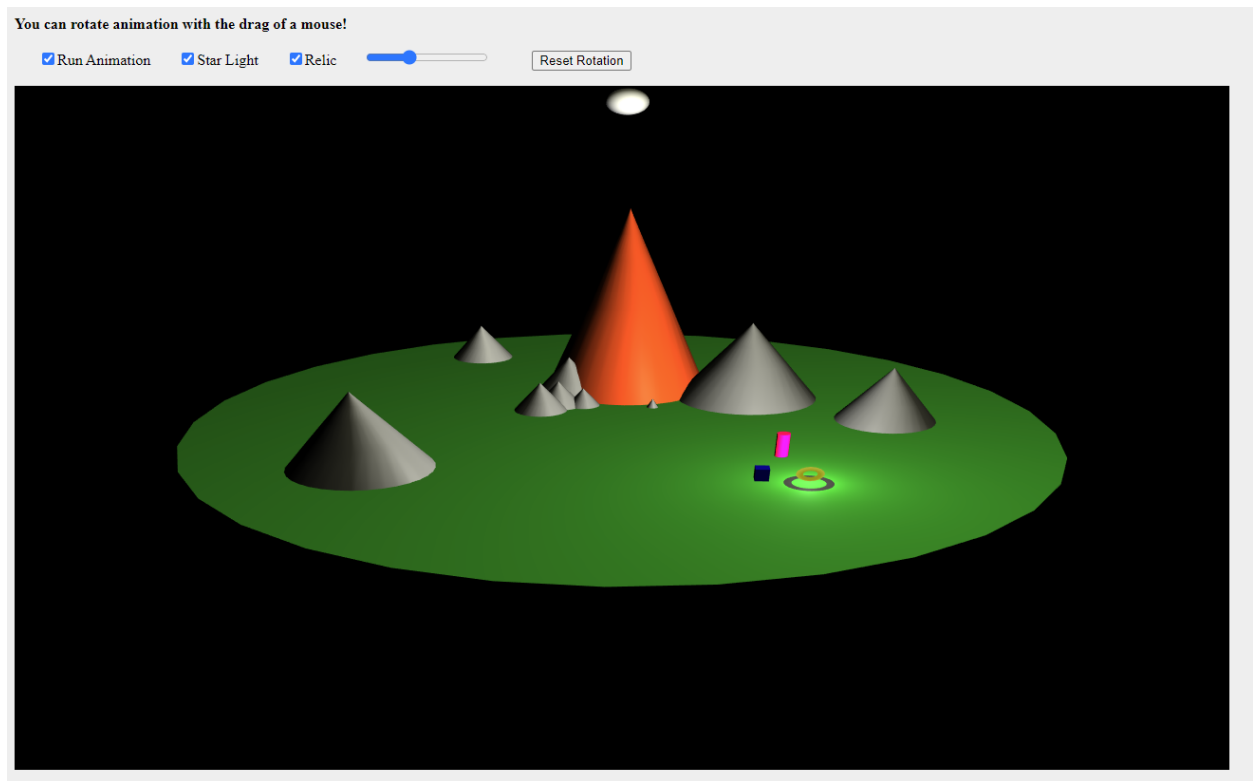
## Test Case 0

This is a control test case to show the program running at its default state.



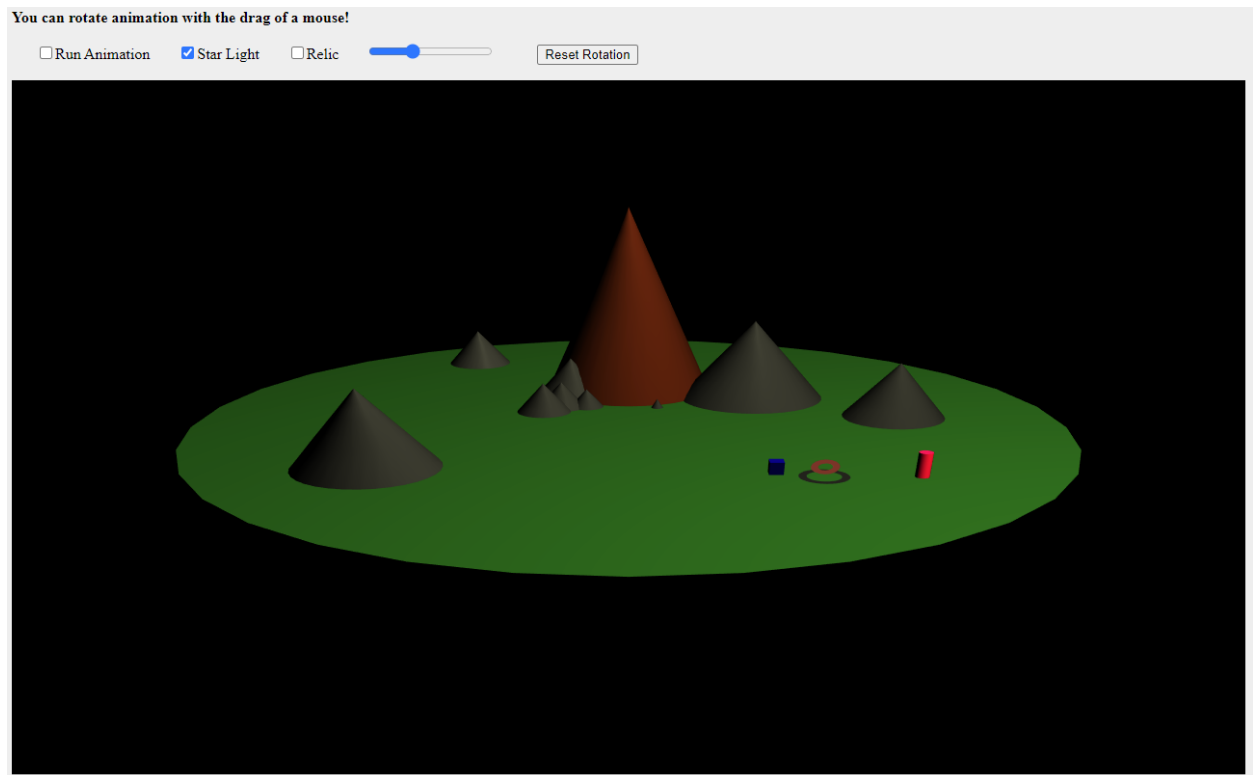
## Test Case 1

All animation boxes are checked and all objects in scene will show animation.



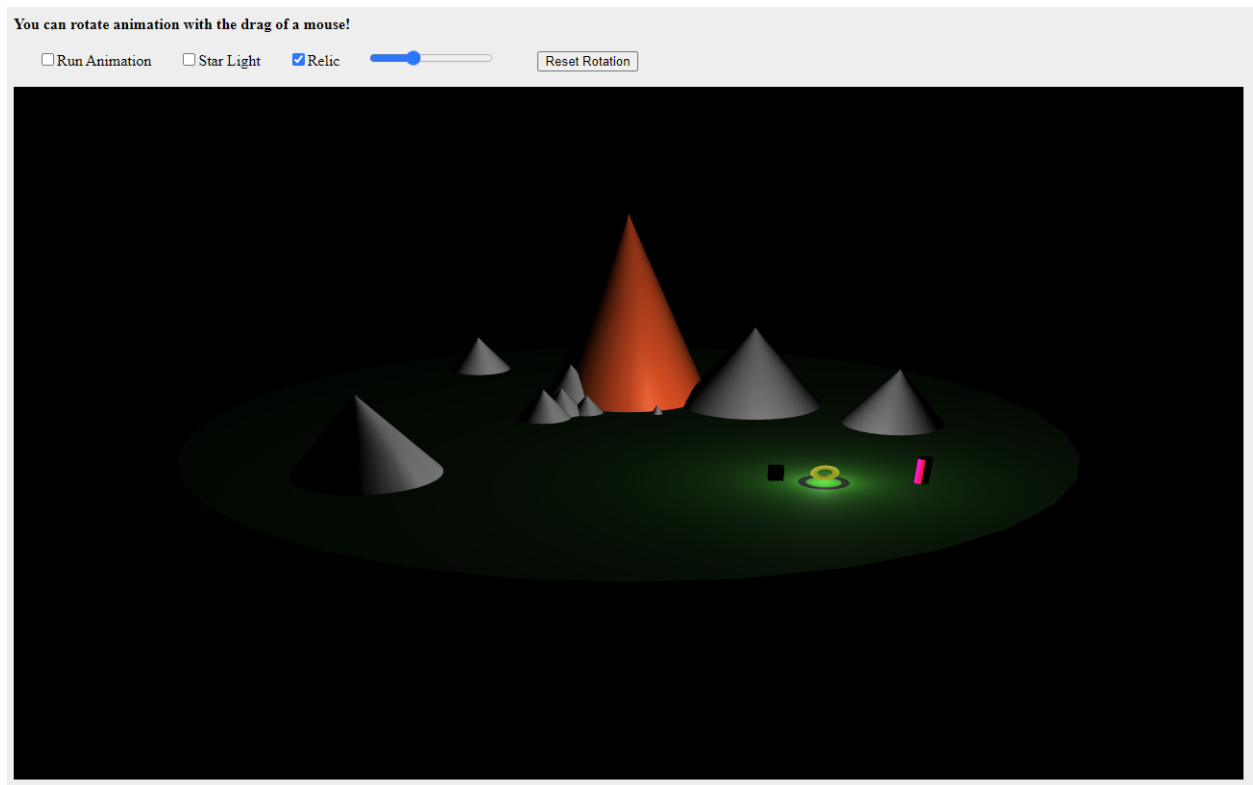
## Test Case 2

Only the “Star Light” box is checked and the only light source will come from the sky light.



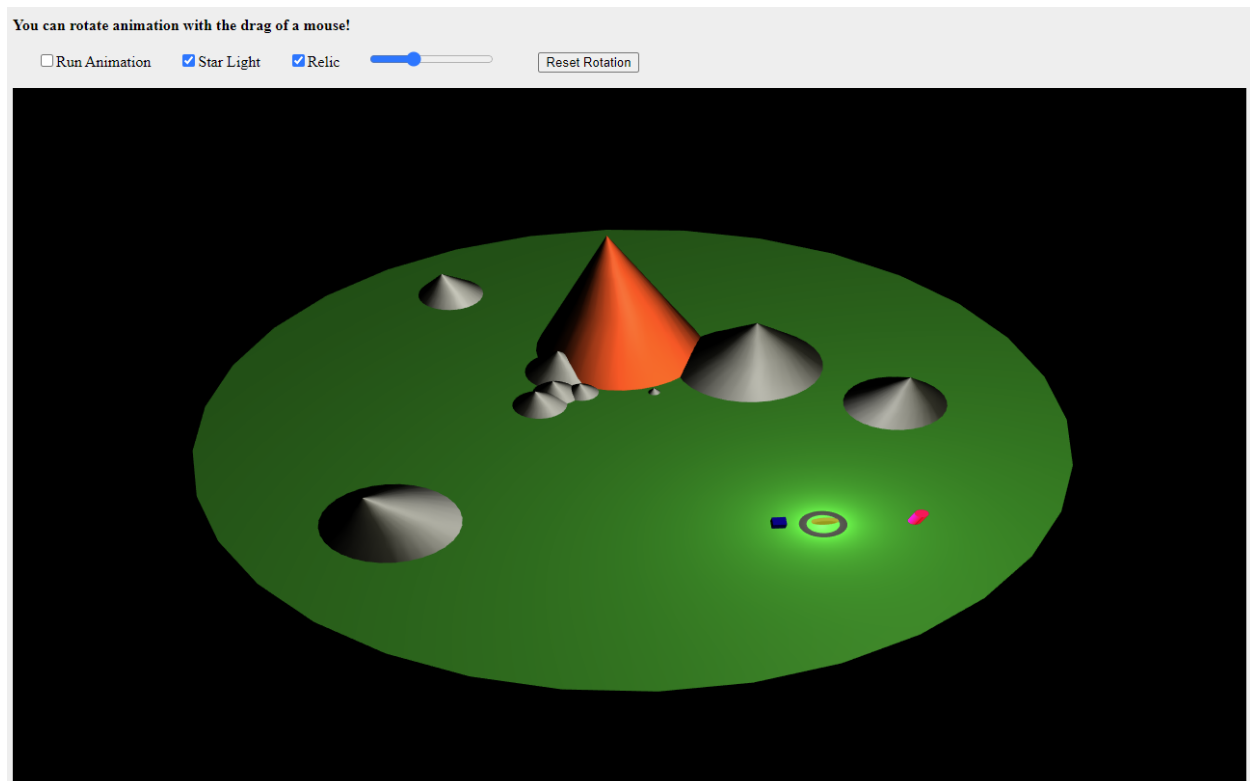
### Test Case 3

Only the “Relic Light” box is checked and the only light source will come from the torus object.



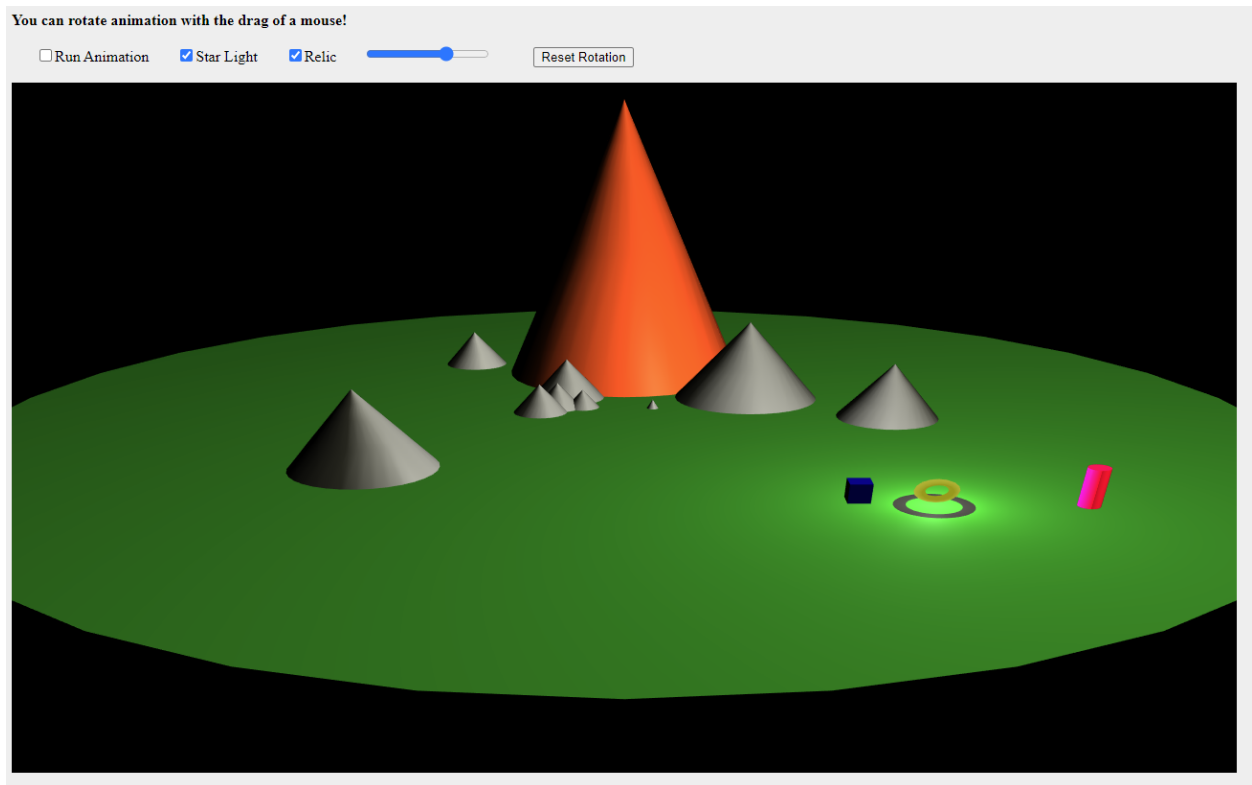
## Test Case 4

The rotator on the scene will be tested by drag click the mouse around.



## Test Case 5

The slider will be moved to see the scale of the scene changed.



Not all objects scaled correctly.

\*The code template provided by the instructor was used as the foundation for this project.