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| **IMAT3905 Report Template**  Please write in the boxes below. Expand the boxes as you need to, however this report should not exceed 2 pages without appendices. | | | |
| Name: | Jacob McIntosh | P Number: | P2431308 |
| Github Username: | PandaGotTaken | Github Repo URI:  Branch to be marked: | https://github.com/PandaGotTaken/ResitCW2020 |
| **Describe the functionality of your Key Controller Component:** | | | |
| The key controller allows the user to move any object with the component whilst the object’s key component is selected within the UI. The user can move the object in any of 4 directions relative to the direction it is facing and also rotate the object by holding the specific keys. | | | |
| **Describe the functionality of your AI Controller Component:** | | | |
| Ai controller was not implemented | | | |
| **Describe the changes you made to the UI:** | | | |
| No notable changes have been made to the UI apart from the additional shape being added to the editor (“capsule”) and also text and inputs in the render and keyboard component sections to guide the user on the functionality. | | | |
| **Describe any additional functionality you have added:** | | | |
| Added additional shape called capsule with the base shape that hold no ai or key controller with just the base components.  Added render component options to allow the user to tint the objects and change the mesh type used for each object. This uses radiobuttons to allow the user to select each meshtype and a colour selector to allow the user to choose the colour. | | | |

Test Cases and any other testing information:

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| Test ID | Test | Reason | Expected | Actual | Remedy (if applicable) |
| 1 | Changing all objects into a cuboid mesh type | Test to check that the cuboid radiobutton and relevant code appropriately change mesh | All object’ mesh type should change into a cuboid when the button is selected | As Expected |  |
| 2 | Changing all objects into a capsule mesh type | Test to check that the capsule radiobutton and relevant code appropriately change mesh | All object’ mesh type should change into a capsule when the button is selected | As Expected |  |
| 3 | Changing all objects into a sphere mesh type | Test to check that the sphere radiobutton and relevant code appropriately change mesh | All object’ mesh type should change into a sphere when the button is selected | As Expected |  |
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