RECLAIMER

|  |  |
| --- | --- |
| Member | Contributions |
| Olive Richards Flanagan  24557314 | ‘Overgrowth’ step; implemented TweenJS for vine growth.  City generation |
| Sam Mckenzie-Sell  24534556 | Landmass generation  (chunking, noise)  Integrate sky/water from examples  ‘Toon-style’ land shader  (For landscape)  Building shader  (including pseudo textures from shader)  Created building models in Blender |
| Chanel Parfait  24454047 | Implementing physics with Cannon.js  Creating Building Structures  Editing shader for Building Materials  Tile map logic  Loading in 3D Models  Parametrising Building Colours |

**New Changes**

A new vine is instantiated every .5s, gradually covering the whole city.

New Models for buildings imported from Blender

## Building Shader

Adapted the landscape shader to work for buildings

Includes pseudo textures for windows, rooftops.

Height based “moss” using simplex noise after reclamation

## Land Shader

Introduced road network with options for random mosaic tile masking

Enabled z-slicing of FBM noise for true random terrain

Added fog to both shaders

The building colours can be altered using the GUI.