**Premise & High Concept**

An extension of our graphics library which will allow it to support particle systems

**Product Design**

Particle Systems within our graphics library using transform feedback

**Technical Direction**

Will be looking into things like geometry shaders, transform feedback etc…

**Timeline**

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| **Day** | **Build/Game** |
| Wednesday 13th | Get base project fixed, research |
| Thursday 14th | More research, start implementing transform feedback and geometry |
| Friday 15th | finish transform feedback and geometry shaders |
| Wednesday 20th | Implement particle system and test project |
| Thursday 21st | Finish up particle system and test project, bug fixing |
| Friday 22nd | Turn in |