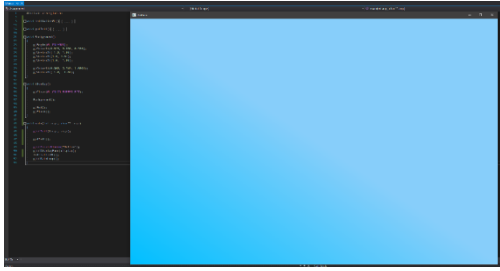
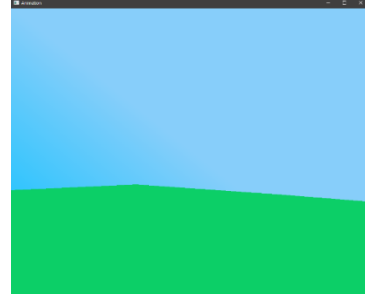
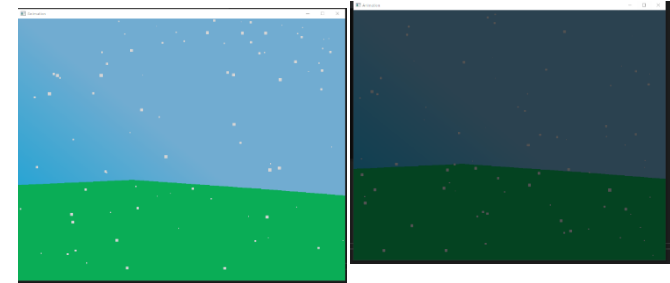

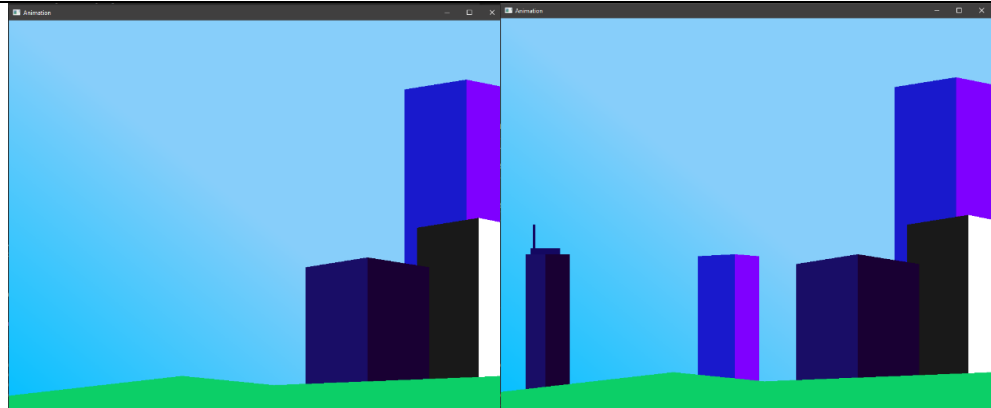


Logbook Assignment 1

Time Spent / Date	Tasks	Detail
08/03/22 10.00am – 1pm 3 Hours	Sky - Background	 <p>Reviewed tutorial videos on canvas.</p> <p>Created a square for the sky.</p> <p>Made in a separate function for organization.</p> <p>Experimented with adding gradients with colours for different vertexes.</p> <p>Ended with a lighter colour fading into a darker one.</p>
12/03/22 4.00pm – 5.00pm 1 Hours	Move code over to assignment template Draw Ground	 <p>Moved my code into the assignment template</p> <p>Drew ground,</p>
15/03/22 9.00am- 1.00pm 4 Hours	Particle falling Affected by wind Night and day cycle	 <p>Had lots of problem getting the particles right.</p> <p>Steps for particles:</p> <ul style="list-style-type: none"> - Drew 1 particle first and was fine. - Drew the whole array, they were all in a line. - Added delay using a frame counter. - Changed the size of the particles randomly.

Logbook Assignment 1

		<ul style="list-style-type: none">- Made it so snow falls faster the bigger they are.- This worked fine but I could see patterns in the snow due to never changing the distance between other particles.- I then added a random delay before the particle is reset back to the top. <p>Steps for night cycle:</p> <ul style="list-style-type: none">- Drew a square over the scene on the top layer (last drawn).- Made a global variable for the alpha value and incremented it up to 1 then down to -1 using toggles.- Added a max alpha to limit how dark it gets.- Added a delay for when it gets to night-time, so it stays night longer.- Added another delay for morning.- Added a variable to change how fast the “sun sets and rises” (the transition between alpha -1 to night-time).
5.00pm – 8.00pm 3Hours	Draw city scape scenery	<div></div> <p>made a function to draw buildings using the city image as a reference</p> <p>I would like to be able to call the building function in an easier manner.</p> <p>Currently to draw buildings im using other structs then calling the function with said structs.</p> <p>Created a function to create simple rectangles easier and added a building to use them.</p> <div></div>

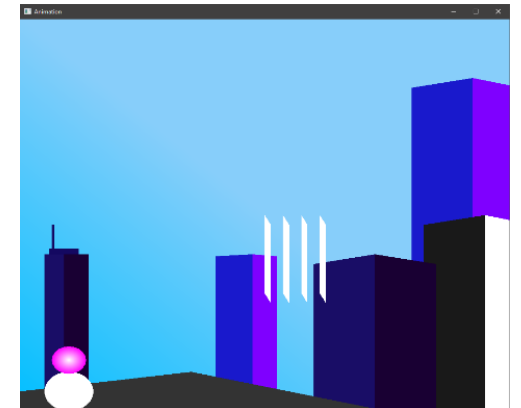
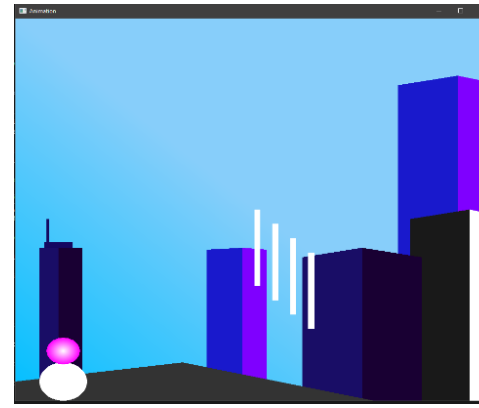
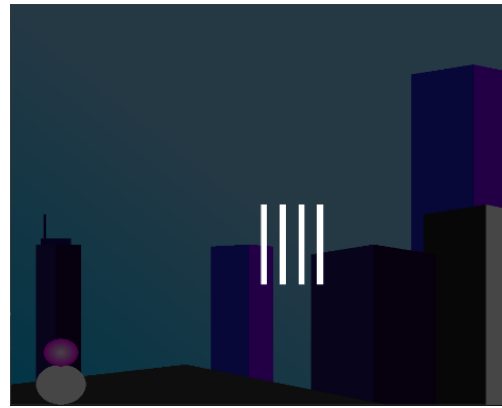
Logbook Assignment 1

03/04/22
10.00am – 3.00pm

5 Hours

Create scripts for circles and ellipses.

Create a script to draw windows.



Creating circles was fairly simple but circles look a little squashed for me so ill probably just use the ellipse script.

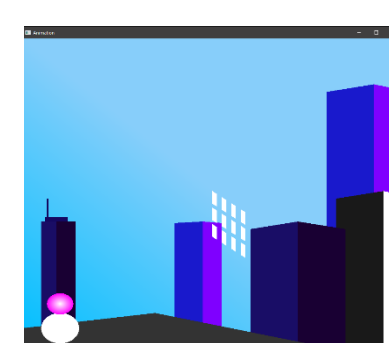
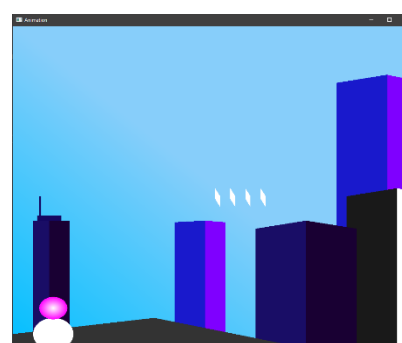
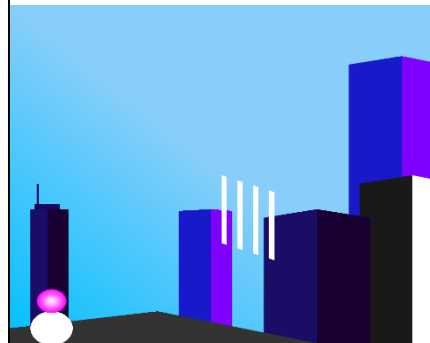
Creating the window drawing script had many problems (as shown on the pictures).

I first created rectangles a row

Then added a staggered effect to match a buildings angle

Then I added a tilt to the rectangles.

I then tried to add more rows but they stacked ontop of eachother. I realised I didn't change the "Y" value according to the "position" in the grid.



Logbook Assignment 1

04/04/22

8.00am -

Draw windows and have some of them turn on randomly at night

Have the sky transition to a darker colour at night

Draw stars randomly at night

Have the stars fade out during "sunrise" and fade in during "sunset"



Drew windows ontop of a building.
Found issues with my formula where I forgot to add the C in $y=mx+c$ for drawing the window tilt.

I then changed the colour of the windows to match the building

I then made a function to darken colours as the "sun sets" to add a more realistic sunset effect.

I had the wierdest bug where visual studio kept thinking my function was returning an int even though I set it to return rgb(a struct), it was saying I could not assign an int to a struct where I was calling my funtion, even though there were no ints.


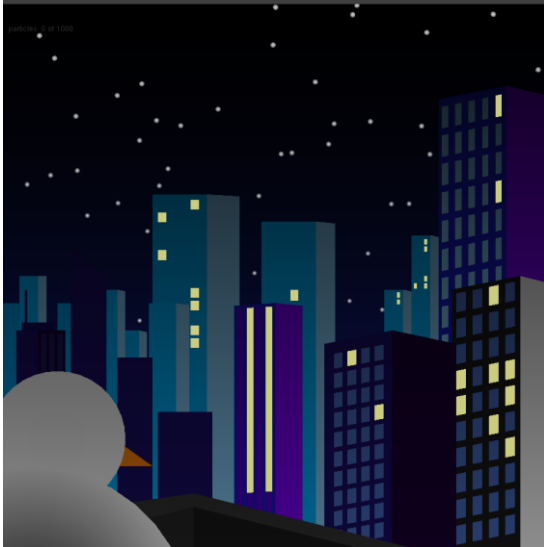
I ended up fixing it by cutting the code, saving, then pasting it back in. No idea what happened but probly a visual studio problem.

I then made a the window lighting function, and drew one set of windows on a building and another floating for proof of concept and testing.

I then made a simple cloud that drifts from left to right. I based the cloud system on the particles, the process of moving the clouds is much simpler compared to particles but much harder to make the shapes.

I decided to have an array of clouds, with each cloud containing the information of each shape with said cloud.

Logbook Assignment 1

05/04/22	<p>Add the rest of the buildings and the corresponding windows</p> <p>Have the clouds only appear at morning</p>	 A screenshot of a 2D animation showing a city skyline at night. The sky is dark blue with many small white stars. The buildings are stylized, with some in shades of blue and purple. A snowman is visible in the foreground on the left, looking towards the city. The window is titled 'Animation'.	<p>Resized the window to be square, now circles arnt stretched.</p> <p>Made the ground look like a balcony and got the snowman to look like its watching the city.</p> <p>Added the rest of the buildings with a colour similar to the sky so it</p>
06/05/22	<p>Finish city lights</p> <p>Limit where stars spawn</p> <p>Create more clouds and randomize their spawn and speed</p>	 A screenshot of the same 2D animation, but with more details. The buildings now have yellow lights in their windows, and there are more stars in the sky. The snowman is still in the foreground. The window is titled 'Animation'.	

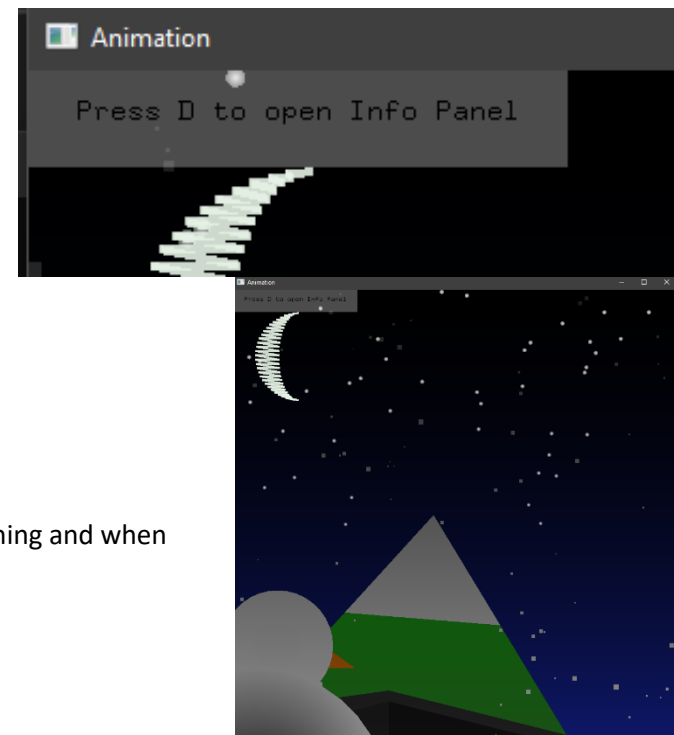
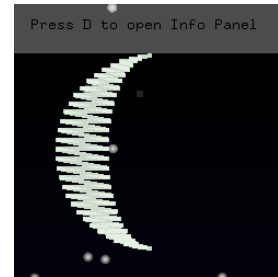
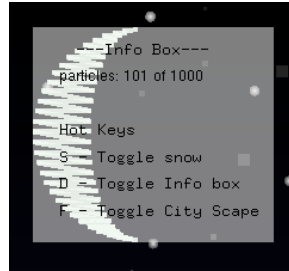
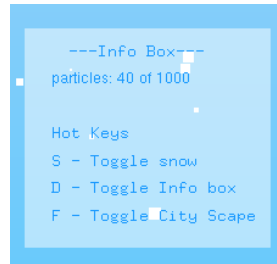
Logbook Assignment 1

07/04/22

Add info box

Add a toggle-able background

Mountain with random changing vertex



Created a background for the diagnostic window.

Text changes colour depending on day.

Created a moon that fades out in the morning.

Made a mountain with 3 points. Made the tip change position when launching and when toggling

Reflection:

Things I would have done differently:

- I should have made a struct for buildings so that creating so many of them would have been a lot easier, along with being easier to edit them.

Things I liked:

- The way the city scape turned out, I like how the blue background buildings blend with the sky.
- The way the lights appear on the buildings.

Other:

- Spamming the "f" key moves the mountain around