Overall design & Design decisions

-what format should this be in

Exomars heightmap vs perlin noise

Perlin gives flexibility

Mars heightmap processing and downloading was weird, would’ve have to make into obj model + import

WebGL rock library vs own

Obj vs own rocks

WebGL vs OpenGL vs DirectX

Was already learning OpenGL, but found out syntax of WebGL was basically the same thing. No learning curve when switching over, also get all the benefits of working in a browser, easy text rendering etc, didn’t need to use WebGL for everything. Didn’t have to worry about different machine architectures, but do have to worry about different browsers. Realistically only developing for 2, chrome and firefox.

C++ dev would be slower than javascript, have to mess with memory and pointers

DirectX not flexible with platforms, and graphically and efficiency wise, there is no difference.

WebGL gives browser as well, easy access to text rendering, sound, saving, etc

Collision mechanics

-possible quad strip + 3d slope collision, but this would take me at least a week, not worth

Why no TDD, not confident with language

Why not efficient as possible? Because user wont notice as long as it keeps 60fps

UML Class diagram, updateable, so, keep the XML file from draw.io