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ASSESSMENT Report

CMP301

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# Overview

* What objects are in the scene and what techniques they demonstrate.
* How you have responded to the coursework brief.
* Outline any UI elements and controls beyond the standard controls.

# Algorithms and Data Structures

* An in-depth explanation and justification (based on complexity and/or hardware architecture) of the algorithms and data structures used in the scene.
* Important calculations used, data passed and shader stages.
* This should focus on the hlsl/shaders written.
* Providing diagrams, code snippets and supporting screenshots as required.

# Critical Reflection

* Discussion of what you learned, any shortfalls, areas for improvements, how you might extend the application, what you would do differently if doing it over again. Offer possible solutions to the challenges or how it could be taken forward.

# References