C S 324E Progress Report 4.1

Group 13

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Our plan for our Assignment 4 animation involves a scene with a pirate ship sailing along in the sea. The ship will move horizontally along with the waves, and have a crewmate standing aboard it. The sun and moon will also move in the sky to indicate the passage of night and day. Clouds will also appear to indicate weather patterns. The sequence is expected to take around 5 seconds for the ship to traverse from one end of the screen to the other. This time frame also reflects a full day, with the sun and moon moving through the sky, and clouds shifting accordingly.

Our current progress on the animation is having the ship, cannonballs, and one cloud completely drawn, as well as audio for the cannonballs firing. We have the ship moving horizontally to the right and restarting when it reaches the max width of the sketch. The ship will fire cannonballs when it reaches the halfway point of the scene. We also have the cloud moving to the left, but as of right now, it restarts at the starting position, rather than offscreen on the right side and seamlessly looping when it reaches the left side of the sketch.

The classes we will need to create this animation include: Ship, Cannonball, Flag, Waves, Sun, Moon, Cloud, and Actor. Some transforms we will most likely need to use include: translate, rotate, and scale. Our current progress on implementing these classes is completion of the Ship, Cannonball, and Cloud classes.

The following indicates who is working on each class:

Alex: Sun, Moon

Albert: Ship, Cannonball, Flag, Waves

Amar: Cloud, Actor

Our plan for integrating our separate pieces for the final submission is working separately on different regions/areas of the sketch and combining them later for the sake of efficiency and time. The ship and all its parts will take the middle/lower portion of the sketch, while the cloud portion will be slightly higher, and the sun and moon will be even higher than that.