**The Roller Coaster Project**

Reza Adhitya Saputra

M10015804

**Technical Detail**

* The application uses OgreSDK\_vc9\_v1-7-2 and was developed using Visual Studio 2008
* The UI uses Flash, developed by Action Script 3 using FlashDevelop IDE and Flex 4.1 as the compiler.
* The models are designed by using Autodesk Maya 2012, converted by using OgreMayaExporter

**Directories**

Include (.h) : *RayRayRay\RayRayRay\include*

Source (.cpp) : *RayRayRay\RayRayRay\src*

AS3 Main Menu (as a FlashDevelop project): *RayRayRay\RayRayRay\media\flash\RayRayRayUI*

AS3 SetHeight Menu (as a FlashDevelop project): *RayRayRay\RayRayRay\media\flash\ObjectUI*

Maya Models: *RayRayRay\RayRayRay\media\maya*

**Features**

* Add, delete, move, set height of track points.
* Add and delete train
* Change curve type: Linear, Bezier, or B-Spline
* Start and stop train movement