President University

Report of Programming Assignment 18

Computer Graphics and Animations

Ida Bagus Bhaskara (001201500076)

Rahmad Martin (001201500033)

Vera Debora Vitamas (001201500076)

CIT 2 2015

* Introduction.
* Baic theory.
* How to use the features in the program.
* How data of the car is represented.
* How data of the waypoints is represented.
* The algorithm for calculating the direction to the next waypoint.
* The algorithm for collision detection (when the car reaches a waypoint).
* How the bonuses are done (if implemented).
* Evaluation. Try the following test cases:
  + Adding some waypoints.
  + Making the car move to the waypoints (and stopping after it has reached the final waypoint).
  + Stopping the car in the middle of its journey (and making it move again).
  + Setting a low torque value for the car (and making it move).
  + Setting a high torque value for the car (and making it move).
  + Also perform a test case for all the bonuses you implemented.
  + Include screenshots of each test case.
* Work log. Record the date and time of every moment you work on this assignment and job description of each member at each session.

Conclusion and remarks.