

Moving Through Waypoints

Computer Graphics and Animation Programming Assignment 18



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# Introduction

# Basic Theory

# Implementation

## Main Interface of the Application

## Features of the Applicaton

# Design

## Representation of the Car in the Application

## Representation of the Waypoints in the Application

## Next Waypoint Direction Algorithm

## Waypoint Collision Detection Algorithm

## Car Acceleration and Deceleration Algorithm

# Evaluation

## Adding Waypoints

## Moving the Car to Waypoints and Stopping After It Has Reached the Final Waypoint

## Stopping the Car Abruptly 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

## Increasing the Car’s Acceleration

# Work Log

The work log is extracted directly from Visual Studio’s Git Log History, which is also available publicly at <https://github.com/bakanui/MovingThroughWaypoints/commits/master>.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No | Author | Date | Time | Commit Message |
| 1 | Bhaskara Ida Bagus | 11/21/2017 | 7:09:33 PM | Initialized project |
| 2 | Bhaskara Ida Bagus | 11/21/2017 | 7:16:34 PM | Added blank report document |
| 3 | Bhaskara Ida Bagus | 11/21/2017 | 9:24:34 PM | Update report with blank chapters |
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# Conclusion and Remarks