COMP3170 Assignment 1 Report

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Your development environment

Please record your eclipse settings and your software & hardware configuration below.

Java JDK version used for compilation	13.0.2 x64
Java compiler compliance level used for compilation	13
Java JRE version used for execution	13.0.2
Eclipse version	2020-03
Your screen dimensions (width x height)	1920 x 1080
Your computer type (Mac/PC)	PC
Your computer make and model	I7-7770k
Your computer Operating System and version	Windows 10 x64

Your program features for marking

Features to be marked in this assignment. In addition to the required features, select at most three of the optional features for a total mark of 100%.

Feature	Mark	Indicate "Yes" if feature is to be marked
Static 2D terrain: Town, trees, river, helipad	40%	Required - Yes
Moving helicopter with keyboard control	30%	Required - Yes
Helicopter with spinning tandem rotors	10%	
Resizing the canvas, maintaining resolution	10%	Yes
Control helicopter with the mouse	10%	
Take-off and landing at the helipad	10%	
Camera mounted on the helicopter	10%	
Minimap	10%	
Curved rivers	10%	
Heads up display	10%	
Forest using instancing	10%	
TOTAL (max 100%)		

On the following pages you should indicate where each of the above features appear in your program, using screenshots and filenames/line-numbers to indicate where it occurs in your project. Include relevant Java source and shader source file names.

You will not get marks for a feature if your marker cannot easily locate it within your world.

Static Terrain

[Screenshot of terrain]

Implemented in:
- terrain.java:1-20 – initialisation and render code for river
- terrain.java:21-50 – initialisation and render code for houses
- helicopter.java:110-120 – construction and layout of terrain
- vertex_terrain.glsl – Vertex shader for terrain drawing
- frag_terrain.glsl – Fragment shader for terrain drawing

NOTE: These file names are for illustration only. Your project does not have to include these files.

Static Terrain