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) | 1000 x 1000 |
| 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.