

Project 1

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Test Plan

My test plan in the beginning was to simply follow the instruction provided, but as I started using the template provided, I couldn't help myself, and decided to have a little bit of fun with it.

Instead of using simple shapes like circles and squares, or even something a little bit more like the letter T as was provided in the template, as was my original plan, I decided I wanted to make some more creative shapes. I jumped online and started looking up various types of text art used by people that text one another pictures made from text. I then took these examples and chose a few I felt I could implement well into a two dimensional array. Since the project did require at least three pictures, that was the amount I went with, choosing an axe, a rocket, and a little kitty.

I adjusted the code a little bit so that more colors could be added, that way each image has multiple colors. I also made changes to the amount of frames that would be shown from the initial three to seven. The reason I changed the frame amount was so that I could have more frames to work with when scaling and translating the images. First was the axe, which I decided I wanted to make look like it was flying through the air as if thrown and getting bigger as it was moving across the screen like it was coming at me. To do this I had it translate from left to right at a steady rate while scaling it up 20% each frame. At the same time I had it rotate 90 degrees each frame so it looks to be spinning in the air. The next image is the rocket which I translated, scaled and rotated as well, but in a little bit differently than the axe. I wanted the rocket to look like it was lifting off and slowly flying into the distance, so I had it start upright then rotate 10 degrees each frame to the right while at the same time scaling it down by 20% until the last frame where it scales down just 10% (otherwise it would have disappeared) and translating it up and to the right at a steady rate. This had the intended effect. My last image gave me some

trouble. I was going to make a pacman that started with mouth open, then moved across the screen each frame with a dot to the right of the pacman every other frame. When the pacman moved towards the dot, I would place another image of the pacman but with mouth closed and remove the dot, intending the obvious effect of pacman eating dots as he moves across the screen. This actually gave me some trouble as the program would not function consistently. I decided to make a change and scratch the pacman and just have a little kitty move across the screen, starting big and getting smaller. I felt that since it was a more detailed image, I could forgive myself for my previous pacman failure. While the images I created and the transformations I implemented aren't precisely following the instruction, I did feel they did what was needed and more to show that I understood the lessons of the project, while at the same time had a bit of fun. This is my first graphics course and my first time programming any kind of graphics; as a gamer, I am already really enjoying it and look forward to learning more!

Screen Captures

The following images are captured as best I could with moving images. I captured five frames which I do believe shows the best example of the programs execution besides simply running the program of course.

