The following sections must be included in your project report-

1. Title Page
2. Table of Contents
3. Introduction (Give a description of your project. Also discuss about the technologies you have used)
4. Project Graph – This part will you look at the project design. Also it will guide with coordinates with which you will be working.
5. List of objects assigning an object ID – Make a list of the objects that will be included in your project. MUST follow the following listing pattern.

|  |  |  |
| --- | --- | --- |
| SL# | Object ID | Object Name |
|  |  |  |
|  |  |  |

1. List of Functions To Represent Objects- Each object must be represented by a function. MUST follow the following listing pattern-

|  |  |  |
| --- | --- | --- |
| SL# | Object Name | Function Name |
|  |  |  |
|  |  |  |

1. List of Animation Functions with ID – These should be functions that are used to add animations like- object movement, mouse, and keyboard interaction, change of scenarios and so on. MUST follow the following listing pattern-

|  |  |  |  |
| --- | --- | --- | --- |
| SL# | Animation Function ID | Animation Function | Object/Scene |

1. Contribution – This part will list the contribution of each member. MUST follow the following listing pattern-

|  |  |  |  |
| --- | --- | --- | --- |
| Member Name | Implemented Functions | Implemented Animation Functions | Percentage of Contribution |

1. Conclusion

***Add the IDs as a comment at the start of each function. This will help you to search the functions easily.***