3D Model Viewer – Status Report 7

CSC 478 - Spring 2014 - Group 1 Choppers

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# Introduction

Repository Location: https://github.com/failrate/Chopper

Task Ongoing:

* Rendering Engine
* Requirements Document
* Design Document
* Testing Documents
* Testing and Debugging

Task Finished:

* None this week

We had a meeting this past weekend and decided as a team to switch from C# to Objective-C. This will allow us to work with OpenGL directly to code the renderer, instead of using the C# wrapper OpenTK. The parser and GUI code will have to be converted from C# over to Objective-C.

We will submit all our documents on Monday 05/05/14 to Professor Sluga for his input.

We are also aiming to have the coding of the project completed by this week with only testing and bug fixing of the code base afterwards.