# Sprint 4 – Implementing the Mesh Generator class to display the heightmap 27/02/2019 – 08/03/2019

# Abstract

The goal of this sprint is to create a class to generate a basic mesh during run time. The mesh is going to get the height map values and the colour from the colour map.

# Research

# Sprint Review

# WBS

1. Research (35%) (8 hours)
2. Create a Mesh Class (50%) (12 hours)
3. Display the terrain using the heightmap inside the mesh class (15%) (3 hours)

# Reading List

<https://docs.unity3d.com/Manual/Example-CreatingaBillboardPlane.html>

<https://www.youtube.com/watch?v=eJEpeUH1EMg&t=0s>

https://catlikecoding.com/unity/tutorials/procedural-grid/

# References

2. A **Gantt chart** which captures the sequence in which tasks are expected to be completed during the current timebox, and presents them in an easily understood format. The Gantt should also:

a. Highlight dependencies between tasks.

b. Indicate task progress or completion status.

c. Indicate those tasks which are critical to the phase outputs.

d. Indicate those tasks which were carried forward from the previous timebox.