



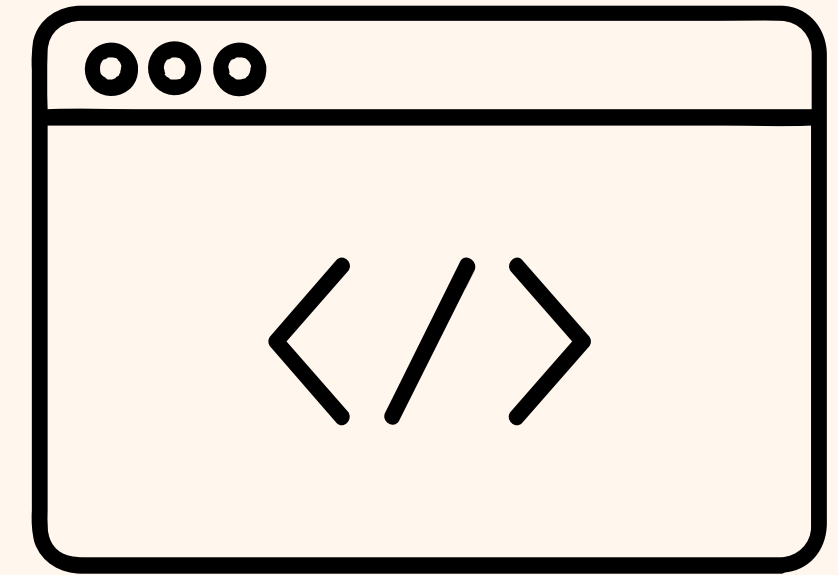
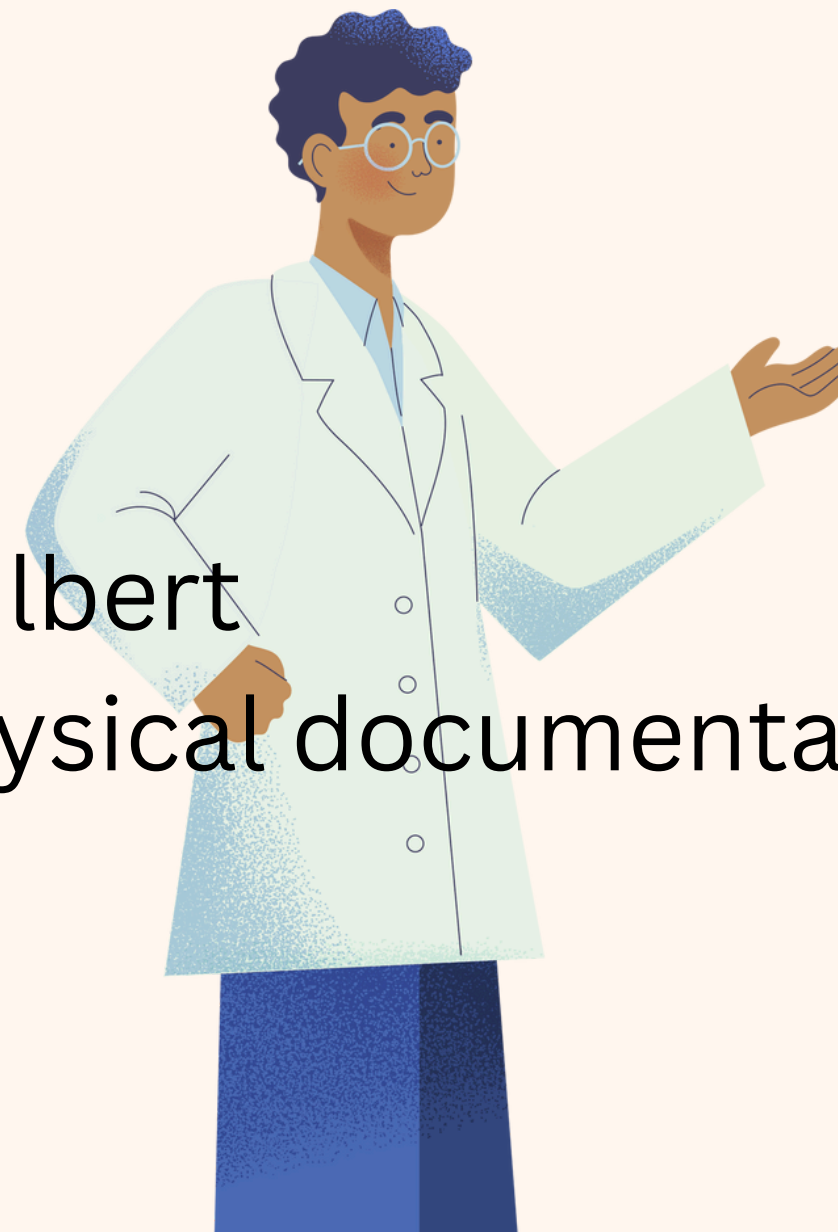
BLUNDER

a spherical raytracer implementation

By Anna Gettinger, Thomas Safago, Kade Schrock, Kaden Gilbert, and Gavin Sloan

TEAM MEMBERS

- **Team Lead:** Anna Gettinger
 - User stories, timeline, and milestones
- **Code Lead:** Thomas Safago
 - Coding and rescaling
- **Design Lead:** Kade Schrock
 - Diagrams
- **Documentation Lead:** Kaden Gilbert
 - GitHub organization and physical documentation
- **Security Lead:** Gavin Sloan
 - Testing



PROJECT DESCRIPTION

- Outline of Project
 - Set out to create a lesser version of Blender
 - Ended up making a spherical raycaster
- Scope
 - Create a raycaster that makes spheres
 - Doesn't have other materials or shapes
 - Doesn't have GUI
- Outcomes
 - Created a raycaster that shows spheres



MILESTONES

- **Week #1:** Working raytracer
 - Created raytracer
 - Lacking diagrams and testing
- **Week #2:** Scale raytracer
 - Scaled down raytracer
 - Created diagrams
 - Completed testing
- **Week #3:** Finalize raytracer
 - Added file uploading system
 - Final tests
 - Final project cleanup



DEMO

TIME!