COSC 450 assignment 1: report

Okay, this is worth 40% of the marks. Make sure to do a good job of it.

Criteria:

* Clarity of expressions.
* Demonstration that requirements are fulfilled.
  + Show **plenty** of variation when the script is run multiple times, or when several buildings are constructed
  + Consistent appearance,so if many were generated they would not look out of place in relation to each other.
  + Make use of a variety of techniques to achieve detailed and plausible buildings.
* Use images and diagrams to aid explanations.
* Make references to sources of inspiration, and third party things used

Plan/Structure:

* Instruction on how to run the program
  + How to run the script
    - Third party addons required
  + Range of appropriate dimensions
  + known issues (if any)
* Design and implementation of my buildings
  + Source of inspiration
    - pictures
  + How is my building constructed? (My approach)
    - Start with podium
    - On dimension fitting
  + Variation and stylistic consistency
    - Procedural generation
    - “random factors”
      * podium length, width, height
  + Challenges faced
* Examples of the range of buildings

"""

Temple's components:

- podium

- column base

- column pillars

- temple body

- Top

- roof

- Dome

- Stairs

"""

'''

Ideas for randomization :

-body type (dome or square)

-Height

-Orders (Number of columns in front and side

-Size Of the pillars

-The type of order (Ionian, Doric, Corinthian, Composite)

-Fluted vs unfluted

-Material/texture

-woreness? (small probability that it is just a bunch of broken pillars, like the temple of Apollo)

'''

1. Operation instruction

Range of buildings:

Recommended range:

Experimental extensions:

1. The use of “realistic” texture

2. Crack