COMP330 Assignment 1 Report

**Name**:

**Student ID**:

Features implemented in this assignment:

|  |  |  |
| --- | --- | --- |
| **Feature** | **Mark** | **Check if used** |
| Height map modelling | 20% |  |
| Trees | 5% |  |
| Textured terrain | 10% |  |
| Multiple textures | 5% |  |
| Player movement (simple) | 10% |  |
| Player movement (complex) | 15% |  |
| First-person perspective camera | 10% |  |
| + zoom | 5% |  |
| Theird person orthographic camera | 5% |  |
| + zoom | 10% |  |
| Directional light | 5% |  |
| Point light | 5% |  |
| Smooth shading | 10% |  |
| Screen-space effects | 5% |  |
| Transparency | 5% |  |
| **TOTAL** (max 100%) |  |  |

On the following pages you should indicate where each of the above features appear in your game, using screenshots and filenames/line-numbers to indicate where it occurs in your project.

You will not get marks for a feature if your marker cannot easily locate it within your world.

## Heightmap Terrain

[Screenshot of terrain]

Implemented in:

* heightmap.js:1-20 – initialisation and render code for heightmap

NOTE: These file names are for illustration only. Your project does not have to include these files.