COMP330 Assignment 1 Report

**Name**:

**Student ID**:

Features implemented in this assignment:

|  |  |  |
| --- | --- | --- |
| **Feature** | **Mark** | **Check if used** |
| Static 2D world Buildings, river, helipad | 20% |  |
| Moving helicopter with keyboard control | 20% |  |
| Helicopter with spinning tandem rotors | 20% |  |
| Rescuing people | 5% |  |
| Resizing the canvas, maintaining aspect ratio | 5% |  |
| Control helicopter with the mouse | 10% |  |
| Camera mounted on the helicopter | 10% |  |
| Minimap | 10% |  |
| Curved Rivers | 10% |  |
| Rain particle effect | 10% |  |
| Heads up display | 10% |  |
| **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.

## Static Terrain

[Screenshot of terrain]

Implemented in:

* terrain.js:1-20 – initialisation and render code for river
* terrain.js:21-50 ­– initialisation and render code for houses
* game.js:110-120 – construction and layout of terrain

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