Milestone 1

Project Repository: <https://github.com/pastorsj/Graphics-Final-Project>

Trello Group: <https://trello.com/b/sMwXc1mB/wondermaize>

Information for first weekly meeting:

* Up to speed on project:
  1. Client: People that like mazes (particularly the 3d variant)
  2. Problem: There isn’t one.
  3. Solution: Wundermaize
  4. Current documentation: this
* Current status of project:
  1. It currently “works” as the user is able to walk around the maze and find all the models in the maze. The primary known bug is that the models don’t check if they overlap while spawning randomly in the maze. The current project is in a very basic state and could use significantly more features and have better graphic practices. The project is very low risk as it already is functional.
* Obstacles that might require corrective action:
  1. Currently, we are rendering the entire scene at all times. We might need to clip the parts that are very far away to improve performance in large mazes.
  2. Currently, we are using a very primitive form of lighting that could be drastically improved. Alec already has a more advanced form of lighting for a different project that we can move over to this.
* Ground rules:
  1. Be a good groupmate
* Project goals for Milestone 2:
  1. Project running on everyone’s computer
  2. Landing screen research
  3. More advanced model loader
  4. Prevent models from spawning on top of each other
  5. Ability to restart game
  6. Google Test/Mock building in project