

The progress that I've made has been conceptual as well as in terms of labour committed. For a while I was uncertain of the direction I wanted to take it in as I had the idea of the maze and of the rpg. I might incorporate elements from the rpg idea but I think I would like to focus on recreating the moment from the show that originally got me interested in having my project revolve around Twin Peaks. The user will start at Glastonbury Grove. As they approach the portal, the curtains will become gradually more visible and will give way to the lodge as the user passes through them. From this point on, the user will both recreate the moment of the lodge's introduction as well as spectate it as they do so.

As the program stands right now, the lodge is at least far more complete than it was in my original prototype. The curtains originally depended upon huge quantities of lines that took a toll on the program's framerate. They now make use of vertices and do a much better job of actually withholding sight to areas which they are in front of as well requiring less computational power to render.

Determining how to have each shape begin on the coordinate that the last ended on has definitely been the most challenging prospect faced so far. I originally thought I would need to store each coordinate in an array but Sam showed me a method that only requires using a function that returns noise values.

