

# CSE 20212: Fundamentals of Computing II

## Group Project Report 4

Yuxuan Chen, Shuyang Li

Yuxuan Chen

**Total time spent: 11.5 hours**

- April 1, 2014      8:00pm - 11:00pm
  - Continued modeling the motorcycle. Spent over two hours on modeling the body of the motorcycle and still failed to come up with a good design. Found the task too time-consuming and decided to download a motorcycle model online instead.
- April 2, 2014      6:00pm - 11:00pm
  - Modeled the track. This task was much more intuitive than the aforementioned one. So far the track is flat and only contains the road part. There are no obstacles on the road and nothing like buildings or trees along the road. It's just a simple round track.
- April 3, 2014      11:00am - 1:30pm
  - Added textures to the track.

Shuyang Li

**Total time spent: 13.5 hours**

- Mar.28 9:30-10:30a 9-10p
  - debug; further locating potential error
- Mar.29 2-3p, 4-6p, 7-8:30p
  - fixed that bug! now correctly draws; it's because of a naming issue in the vertex shader
  - separate draw() implementation into concrete classes
- Mar.30 12:30-1p 3-4p 8-9p
  - redo drawing procedure
  - more OpenGL and math for object translation
- Apr.4 10:30-11:30a 3-4p
  - OpenGL lighting
- Apr.5 11:00a-1:30p
  - more OpenGL lighting
  - texturing