January 13, 2019

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Advanced games programming ae2

cgp600

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Mechanics

Movement

Enemies - they terrible

Graphics

Textures – multi

Lighting :’(

Design patterns

OOD - classes n

Double buffering – we did do that right?

Game loop

Time ? singleton

Logic

Loading a level with a text file.

Collision - tri and sphere no AABB

Collision changed a lot from how I intended to do it originally, as after looking at the assignments marking scheme I realised a lot of the marks were locked behind implementing triangle collision. In attempting to implement it I spent a solid three-four days struggling to implement it. To end up with it working inconsistently and to arguably look like sphere collision.   
which it isn’t   
as sphere collision only allows the triangle collision to be checked.

Design Changes

New Things that weren’t planned

Triangle collision x

Things that changed

Collision – from planned to tri collision + sphere collision x

Things That weren’t implemented

Aabb box collision X

Psudeo bsp

My entire class diagram concept entirely scrapped x

Procgen :’(

Use of the pixel shader for lighting :’( x

Geometry shader being used ( what a idiot I was thinking I’d get that in)

Lighting stretch goals point spot attenuation ( I just basically don’t understand lighting in the slightest ) x

AI steering

AI stretch goal – A\*

Menu’s

Pausing

Music

Game flow

Mipmapping

Texture filtering

Things that stayed the same

Loading a level with a text file.

Ambient lighting & directional lighting

Design patterns - double buffering

Game loop

Testing

Black Box Test Plan

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID | Feature | Test | Predicted Outcome | Actual Outcome | Actions Taken |
|  | action that we want to complete | Input that should cause action | Hopefully it works | Maybe it did | Maybe it didn’t |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

White box Test Plan

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Function Name | Syntax & form | logic | outcome | Actions to be taken |
|  | Is it good? does it need to be clearer? | Does it provide the right answers | Does it need improving? | What to improve? |
|  |  |  |  |  |
|  |  |  |  |  |

Conclusion

Discussion on problems and how they were solved