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Advanced games programming ae2

cgp600

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Design Changes

New Things that weren’t planned

Triangle collision

Things that changed

Collision – from planned to tri collision + sphere collision

Things That weren’t implemented

Aabb box collision

Psudeo bsp

My entire class diagram concept entirely scrapped

Procgen :’(

Use of the pixel shader for lighting :’(

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 )

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