Milestone 3 - Marble Race Game - Group C

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Computer Graphics Group

Steffen

- Triggers:
    - Trigger Scripts are now written in Lua
    - No more hardcoded trigger events
    - Could be changed at runtime
- Converter
    - Added various features
- Future Work:
    - Debug Converter
    - Implement a seperate loading thread (split up level and only load closest stuff)

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- Physics:
    - Added spring constraints (can be used by Doors and Buttons for example)
    - Implemented collision masks
    - General collision fixes
- Future Work:
    - Make Physics more roboust
    - Camera collision(already started)

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- Level Design:
  - Worked on our own heightmap
  - Added a bridge to our level
- Future Work:
  - Finish the level

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- Graphics:
  - "Improved" shadows
  - Removed cascaded shadow mapping
  - Improved point light shadows(see demo)
- Future Work:
  - Finish working on shadows
  - Implement bump mapping
  - Particle Systems
  - (Screen Space Ambient Occlusion)

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Demo

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