

Milestone 2 - Marble Race Game - Group C

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- Level Editor:
 - Create Heightmap
 - Create LevelX.png
 - Run our Converter

Basic Triggers:

- need some work ...

Future Work:

- make Triggers more awesome
- Implement a separate loading thread (split up level and only load closest stuff)



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- Physics:
 - Changed control behaviour of the marble
 - Implemented several collision shapes
 - Implemented MeshCollision
 - Scaling Problems

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- Make Physics more robust
- Camera collision(already started)
- Animations(Sliding Door, Canon, ...)



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- Modeling/Texturing:
 - Improved marble texture
 - Improved textures on other objects

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- Design a half-pipe
- Design an actual level



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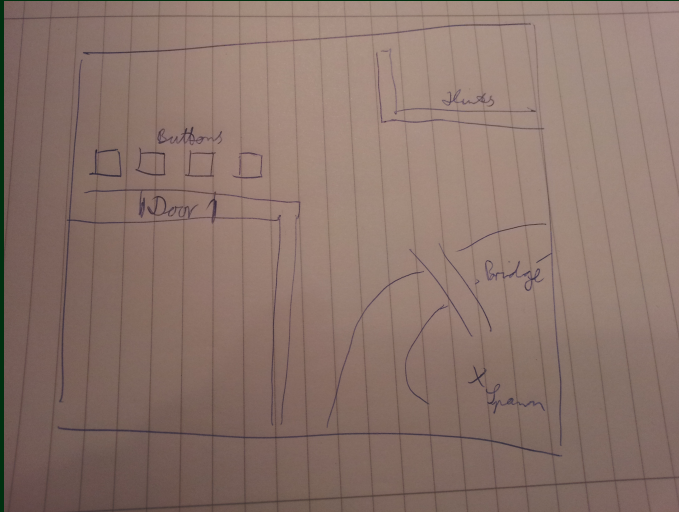
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- Graphics:
 - Implemented fog
 - Implemented a skydome
 - Implemented Shadow mapping
 - Sun shadow works mostly (has a bug)
 - Started point light shadows (huge mess)

Future Work:

- Finish working on shadows
- Implement bump mapping
- Particle Systems
- (Screen Space Ambient Occlusion)



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Demo

