

CSS451 - Final Project Implementation Notes

(Use this to keep a log of implementation ideas and thoughts).

- Keyframes
 - Each keyframe holds its time and a list of structs containing the transform info and affected GameObject
 - All keyframes affect all objects (for simplicity, so we aren't tweening between keyframes with different modifications)
 - Tween approach:
 - Compute time delta
 - For every affected gameobject...
 - Compute translation and rotation delta
 - Modify TR deltas by time delta
 - Return this "interpolated" keyframe

bryan: you might want a dictionary of structs? (indexed by game object) so you can quickly get the adjacent key frame values for an object. This will be needed for tweening. Actually the index in the list could be used too.

Continuing conversation in discord.

[Bryan: World Model Code Layout]

In class our instructor has mostly had a single World object to contain different parts of the model that is global. For this project I created A World namespace. Separate objects should be created and attached to the world. This is to encourage separation of concerns.