3*cos(0.4*x-0.2)*(max(0,sin(x))+ min(0.2,0.13*sin(10*cos(2*x+x)+0.1)))

LAB 1 – PART B
FUN WITH FUNCTIONS

Analyze / Critique your best 1D terrains

Take two of your best 1D terrains from part A of this lab and:

1) Add a Unity camera controller to support scrolling.
2) Pick a purpose for your terrain (e.g., Scorched Earth, platformer, infinite runner).
3) Apply calculus and statistics to describe your function (within the domain).
4) Provide semantic or higher-level descriptions of each function (e.g., peaceful, jagged, cliff). Try to come up with 5-6 descriptors.
5) Refactor each function into structure and parameters (explain).
6) Discuss possible game mechanics (running, climbing, jumping, shooting, …).
7) Give ways to reduce the parameter space (range of values, relationships between parameters). Show examples to support your choice.

Write a report (web-based) that explains this. Note, you should have many many images, charts and diagrams (perhaps 40?). Give some good critical analysis.

Department of
Computer Science and Engineering