Final Project Check Off Sheet

Project Title: 3D Pong

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Design

☐ Main Block Diagram
☐ Triangle Pipeline Block Diagram
☐ Controller FSM State Transition Diagram
☐ Project Code

Functionality

☐ Demonstrate Rendering of a ROM-Based Model
☐ Demonstrate Rotating the Model using a Trackball/Mouse
☐ Demonstrate 3D Pong Gameplay

Discussion

☐ What frame rate was achieved? Where is the main bottleneck? How can the frame rate be improved?

☐ What are the limitations of using a simple trackball to input rotations? Suggest a better input device.