Final Report

# Introduction

# Output Summary

# Literature Review

# Iteration One – Basic Game Engine

## Development

### Main file now runs a vector of layers. Each has an Init/Update/Render

commit 598625ff2e32334f1f38ca3f3e7ccebb15067573 (HEAD -> main, origin/main, origin/HEAD)

Author: Alex Twaddell <alex.twadd@btinternet.com>

Date: Wed Mar 2 16:26:41 2022 +0000

### Added ShaderLibrary to clean up shader usage

commit 71afdba2d686c63261a35094bc5dfe8cfb930fc2

Author: Alex Twaddell <alex.twadd@btinternet.com>

Date: Wed Mar 2 14:31:49 2022 +0000

### Basic Renderer Stuff - Trying to Fix main

commit 8c9124876c4984fae91bb17f40ecd0d9fc6fbb69

Author: Alex Twaddell <alex.twadd@btinternet.com>

Date: Wed Mar 2 14:28:56 2022 +0000

### Starting work on adding fonts/text to the game

commit 0a67e60b71c1163f9c0a2efd2557b24fc0eaf926

Author: = <=>

Date: Mon Feb 28 09:49:18 2022 +0000

### Added color and texture shaders

commit c362ffcb034d8822027ce352f8d7f772c8a9176a

Author: = <=>

Date: Fri Feb 25 13:56:04 2022 +0000

### Vertices and Indices can now be passed as vectors to gameObject constructor

commit 423a14da343d0a7e184de78563378d1d79441217

Author: = <=>

Date: Fri Feb 25 12:30:51 2022 +0000

### Created Renderer and GameObject classes/headers. Simplifed rendering process

commit 597ff9a2cab16d3550cb9a2adb55228f6a7b8506

Author: = <=>

Date: Fri Feb 25 12:07:02 2022 +0000

### Added camera class

commit d430cf66e72a5de3d24eda288086b6c725681dd8

Author: = <=>

Date: Thu Feb 24 16:57:29 2022 +0000

### Renderering Textures, have just started adding ModelViewProjection Matrix

commit d430cf66e72a5de3d24eda288086b6c725681dd8

Author: = <=>

Date: Thu Feb 24 16:57:29 2022 +0000

## Testing

# Iteration Two – Implementing NEAT algorithm for a simple system

# Iteration Three – Implementing rtNEAT for the same system as above

# Iteration Four – Implementing the game play mechanics

# Results

# Conclusion