

Assignment 01 Write-Up

Link to zip

https://drive.google.com/uc?export=download&id=1vP-vWalGVYBS65o_TTyx2JxVQ7Wz8un

Controls

No controls needed for this assignment

Requirement

The primary goal for this project is to set up all the environments and configurations correctly. Therefore, we could be familiar with the tool and all the fundamental knowledge we need to carry on the more advanced tasks in the future. The setting is basically all about how to get prepared in Visual Studio, which I assume is quite useful since VS is one of the most popular and common dev tools these days.

Link to specific requirement: <https://utah.instructure.com/courses/796984/pages/assignment-01>

Answer to questions

Which projects need to add a reference to the new Graphics project?

Application. I found it by using the method taught by Tony: searching "Graphics::"

Any projects whose code mentioned the Graphics namespace, but didn't need a reference added?

Yes, Tools/**ShaderBuilder** project is the one. Because it only uses the variable types but no functions in cpp files from Graphics project, so it doesn't need to add the reference to Graphics project.

Any thoughts about the engine code base that has been provided & expectations of the class

These 2 could be answered together. To be honest, this whole project/assignment is really inspiring and helpful. I don't have much to say on what I dislike about the organization or coding style. Not that I don't want to be perceptive or reflective, I just haven't got that far to be experienced enough to criticize something which is clearly written by someone way much better than me. I would just focus on learning and absorbing right now. Hopefully, I can be a more organized and reflective engineer after this course.

What I have done/learned

Implementation

By implementing through the guideline, I have learned that it is quite essential to have some decent habits, which would be beneficial to my career and self-enhancement. Generally speaking, there are things like the use of log files. Specifically in VS, there is using property sheets and so on. To be fair, I have known these practices since a long time ago but haven't use them that much. It is not too late to start from now on.

Besides, I have got some VS knowledge accumulated through this first assignment, like the relationship between the following 3 concepts.

Reference->Project dependencies ->Build order

(only need reference a project in the solution explorer if the current project **calls a function(condition1) in a cpp file(condition2)** from another project)

Like how to duplicate a project(replacing GUID and so on)

On top of that, I found it great to learn one from another! I have known some OpenGL, but D3D is quite new to me. It's nice to realize the difference(from float4 vs vector4 in shaders to different APIs in cpp files) and acquire the knowledge from both sides through the comparison and reference.

Choices

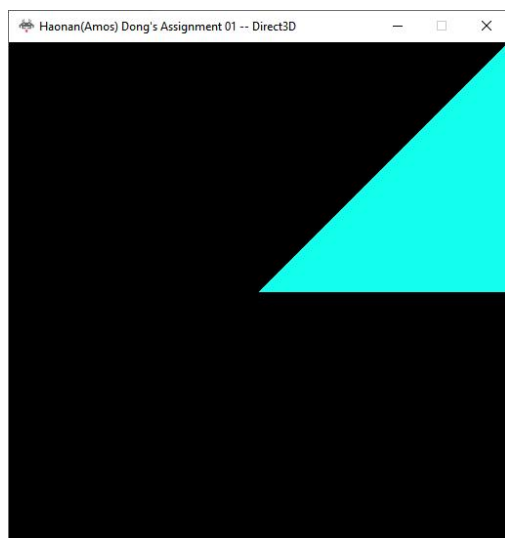
Whether MyGame project should be dependent on BuildMyGameAssests project?

I chose to make them independent. Because it would save time if 2 of them both cost lots of time to build. Even though it brings a little trouble(In order to play, we have to click build twice instead of once), it will be worth that trouble in lots of circumstances, I believe.

Difficulty/Confusion

Why is the folder/filter named differently in Windows explorer(MyGame) and VS solution explorer(MyGame_)?

Screenshot



game running

Name	Date modified	Type	Size
data	9/5/2022 11:43 PM	File folder	
Licenses	9/5/2022 11:43 PM	File folder	
eae6320.log	9/8/2022 12:06 AM	Notepad++ Docu...	0 KB
MyGame.exe	9/7/2022 10:45 PM	Application	376 KB

```

00 Opened log file "eae6320.log"
01 MyGame project has started.
02 Initialized time
03 Registered main window class "Haonan(Amos) Dong's Main Window Class"
04 The user settings file "settings.ini" doesn't exist. Using default settings instead.
05 Created main window "Haonan(Amos) Dong's Assignment 01 -- Direct3D"
06 Set main window resolution to 512 x 512
07 Assignment01 MyGame's Graphics Project finished Initialization
08 The application was successfully initialized
09 Assignment01 MyGame's Graphics Project finished CleanUp
0A Unregistered main window class
0B Closing log file

```

log file with my game's initialization and clean up messages