**Semester 1 – Assignment Report**

Arnav Datt Mehta

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# Introduction

This project report aims to breakdown the working of the DirectX 11 Project made for Level 5 – Semester 1.

## Project Description and Aim

The following project is made using the DirectX 11.0 API and is written in C++ using Visual Studio 2019/2022 as the IDE of choice. It can be accessed/modified using the aforementioned IDE and executed by running the executable provided.

The aim of the project is to create an application that demonstrates various graphical implementations along with provide ways to interact with the application.

# Project Planning

Before jumping into code, a small plan of action was decided along with a couple of personal goals for this specific project.

Following are the personal goals for this project.

* All the code written in the project should be clean and easily readable / understandable
* The code systems designed should be dynamic and decoupled which can be easily expanded on for future framework purposes.
* Code should be dynamic enough to eliminate all requirements of hard coding and magic numbers.