

E: Evaluation (word count: 423)

Feedback was given through verbal conversation about each success criteria, and as such will be implemented in it.

- The program can view 3D wireframes from a file.
 - This works well, the best out of all of them, and this feature ended up taking the most time, my client agrees that the visualization aspect of the program is good.
- The program can save 3D wireframes into a file.
 - Due to the changes that we made to the way we are going to edit the model, this became irrelevant, as the file will always be saved, because it has to function with the program. The client agrees with this statement.
- The program has the tools to edit 3D wireframes, by creating points, moving them, and drawing lines in between them.
 - The program became a tool to help manually edit the file, so creating, moving, and drawing lines between points became the task of the person editing the files. The client thinks this also
- The program's files should be mostly readable by a human.
 - The files, although requiring a guide to understand, can be easily read by a human, and edited as well, the client was impressed by this.
- The program can output instructions on where to draw lines in the game engine.
 - The format was scrapped, but considering the game engine can run java, the client is happy with the result, as the code can be more easily used in his game.

Further Development:

The most obvious way to develop the program further would be to fully implement the editor, as well as make a better fleshed out menu system, this would help with user friendliness, as well as usefulness. Another way to develop this would be to implement a way to select which folder the data is in, this was suggested by the client during our conversation, and I agree. I would also like to make a way to create larger models, as the edit mode falls apart with some larger models, and they need to be shrunk to function as intended, so perhaps I could automate the scaling process to accommodate a model of any size.

Maintenance:

Maintaining the program in a working environment such as my clients game should be fairly easy, as there are no parts that could break down over time. However, should the client switch computers, the file systems inside of their pc would need to be re-done to make the program work, however, this is in the readme file, so it shouldn't be too difficult.