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CS-330

7-1 Project Reflection

1. **Justify development choices for your 3D scene**. Think about why you chose your selected objects. Also consider how you were able to program for the required functionality.

The objects I selected for my project were chosen because they come together too make my an object that looks like the scene I chose for my project. I chose a large house which uses multiple shapes too come together and look like the house as well as making the plane green so that it appears it’s a house with grass using a texture on the plane. I was able to program the required functionality using the resources given throughout the course as well as in the supporting materials of each of the milestones which was a huge help since not only did it give you most of the code that you would need to implement for the required functionality needed of that milestone, it gave you the sample code which you can use and compare too your own if you encounter any problems implementing the required functionality.

1. **Explain how a user can navigate your 3D scene**. Explain how you set up to control the virtual camera for your 3D scene using different input devices.

I set up the control for the virtual camera on my 3D scene using different input devices by looking through the code and seeing where I should implement the code too add the required functionality as well as using the sample code given too see how I should add the code such as the q and e button functionality which was extremely easy to do on my own and using the sample code was able too implement the mouse button keys functionality that was asked of me in the milestone.

1. **Explain the custom functions in your program that you are using to make your code more modular and organized**. Ask yourself, what does the function you developed do and how is it reusable?

The functions that I developed within my code provide the code that implements the functionalities that were required of me throughout the different milestones as well as commented code too make it simple too understand when looking back at the code making it easier to reuse and update if needed.