

Module One Assignment

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CS-499: Computer Science Capstone

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Module One Assignment: Initial Enhancement Plan for CS-499 ePortfolio

For my CS-499 Capstone ePortfolio, I have chosen to enhance my 3D Scene project originally developed in CS-330: Computer Graphics/Visualization. This artifact provides a solid foundation for demonstrating my skills in software design and engineering, algorithms and data structures, and databases. My plan is to enhance this single artifact across all three categories, as allowed by the project guidelines.

Artifact Selection and Justification

The 3D Scene project is a comprehensive OpenGL application that creates an interactive, playful environment with various objects such as party hats, toy blocks, cars, carpets, and kickball. The project already demonstrates modular design, object-oriented programming, and user interaction through camera controls. I selected this artifact because it is both technically challenging, visually engaging, it offers ample opportunities for enhancement in each required category and was the project I had the most fun with. Additionally, it aligns with my interest in graphics programming/interactive software, which is the area I wish to specialize in professionally.

Planned Enhancements by Category

1. Software Design and Engineering

- **Planned Enhancement:** Refactor the codebase to further improve modularity and scalability. This will involve breaking down monolithic classes into smaller, reusable components, improving documentation, and implementing design patterns such as Factory or Singleton where appropriate.
- **Skills Demonstrated:** Advanced object-oriented design, clean code practices, and maintainability. This will also include enhanced commenting and documentation to support collaborative development and code reviews.
- **Course Outcomes Addressed:** Designing/delivering professional-quality software, supporting collaborative environments, and communicating technical decisions effectively.

2. Algorithms and Data Structures

- **Planned Enhancement:** Optimize the scene rendering pipeline by implementing spatial partitioning (e.g., using a quadtree or octree) to improve rendering efficiency, especially as the scene grows in complexity. I will also enhance the camera and object management systems to use more efficient data structures.
- **Skills Demonstrated:** Application of algorithmic principles to solve performance bottlenecks, use of advanced data structures, and evaluation of trade-offs in design choices.

- **Course Outcomes Addressed:** Designing/evaluating computing solutions using appropriate algorithms and data structures and managing trade-offs in design.

3. Databases

- **Planned Enhancement:** Integrate a lightweight database (such as SQLite or a JSON-based system) to store and retrieve scene configurations, user preferences, and high scores for interactive elements. This will allow the application to persist in using the user data and support more dynamic scene customization.
- **Skills Demonstrated:** Database integration, data serialization, and secure data handling. I will also ensure that data input/output is validated to prevent vulnerabilities.
- **Course Outcomes Addressed:** Implementing database solutions, developing a security mindset, and ensuring privacy and security of data.

Career Specialization Consideration

By focusing on graphics and visualization artifacts, I can display my strengths in interactive software development, which is my intended career path. The planned enhancements will not only demonstrate my technical abilities but also my understanding of user experience, modular design, and secure data management, which are skills highly valued in the software industry.

Conclusion

This initial plan outlines how I will enhance my 3D Scene project to meet the requirements of the CS-499 capstone. Each enhancement is designed to align with the course outcomes and to demonstrate my growth as a computer science professional. I look forward to receiving feedback and refining my plan as I progress through the course.