

As I went along, I modified some of the fields and methods of my various classes. This was mainly due to things not running properly, the code looking messy, code being reused and unused, etc. For example, I changed the code to set the shader uniforms via methods in the shader class with a few one-line functions. With this, I removed the need for every User, Connection, Number, and Exit object to have fields for the locations of all the uniforms. I also didn't need the model matrix to be a field, and I also added a visibility boolean to decide whether an object should render. I also created some new classes, such as my Console, Exit, Number, and SocialNetwork classes that didn't exist in my original plan. I added these because I wanted to add labels to each node, and have the user select a node to highlight and only see that node's connections. I also added an exit button to add users and add/delete friend connections. My Console and SocialNetwork classes are just there for readability and to clean up my Main.cpp.

For future projects, I want to plan out the architecture of my code more thoroughly. Because I didn't have much experience with OpenGL, I didn't know what to expect regarding methods and fields. The nice thing is, I can reuse the classes I have made in other projects. For the social network side of things, I could have planned what features I would add before fully outlining the code, as I would often just add features on the fly that I felt like adding. I would have also benefited from doing more research before jumping into the project. I had been working with OpenGL through the quarter, but I was still quite a beginner. I had to do much of my learning while creating the project, and in the future, if I use some API or library that I don't have much experience in, I would benefit from some extra practice and/or research time.