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| GAME2002 Multimedia Systems Development | Winter 2013 |

**Final Exam aka Post Mortem (30%)**

1. Describe 3 things that went right and 3 things that went wrong with the project.

* The initial ogre and bullet initialization took far longer than expected.
* Had to build and texture our own rocks, took a large chunk of time, and we had trouble getting them to load correctly.
* Could not come up with a good system for getting bullet to handle curling(i.e. getting the rock to curve when thrown).
* Thanks to ogre lighting was easy to set up.
* Cameras were quickly setup.
* Me and Robert worked well together, easy line of communications were open to us.

1. Describe one thing you would do differently.
   * I would have taken more time to start a project from scratch, due to time constraints we hard to work off of the basic render demo.
2. Describe one thing that you are proud to have contributed/done in this assignment.
   * I created the rock models and handled most of the basic gameplay elements. I am especially proud of the rock models. Even if they were a tad crazy in the triangle department.
3. When debugging what is the difference between Step Into and Step Over?
   * Step in will take the programmer into a called function, while step over does not, it will stay in the function the programmer is currently looking at.
4. Name 3 SDK’s Advanced2D uses.
5. Write a class in pseudo code that inherits from another class, has 3 functions, 2 variables, 1 data structure and one enumeration.
   * class WrittenMedia
     + WrittenMedia()
     + protected int \_width
     + protected int \_height
     + protected enum State
       - OPEN
       - CLOSED
     + protected State \_state
     + public int getY()
       - return state of y
     + public int getX()
       - return state of x
     + protected struct location
       - x
       - y
     + public int getWidth()
       - return \_width
     + public int getHeight()
       - return \_height
     + public void initialize(int x, int y, int height, int width, State state)
     + public virtual void draw()
   * class Book inherits WrittenMedia
     + public void draw()
       - draw book based on inherited numbers
6. What do you enjoy about programming and what would you like to improve on?

It allows me to set the rules of a different virtual world. I enjoy its challenge. I want to improve on the efficiency of my programming, and become more of a professional.

DUE APRIL 16th 2014