Portal rendering implementations series

Based on Bisqwit video (https://youtu.be/HQYsFshbkYw)

Joseph21, August 15, 2022

All source files on: https://github.com/Joseph21-6147/Portal-rendering

Nr	Source file name	Subject	Preview
1a	main - part 1a - setup PGE, datastructures.cpp	Only setup of the PGE skeleton program and definition of the Sector and Player data structures needed.	
1b	main - part 1b - Load- and UnloadData.cpp	Implementation of data input and parsing into the data structures	The state of the
2a	main - part 2a - map and player drawing (2D).cpp	Added: 2D map drawing, with player and direction indicator in it - Just the drawing, there's no player movement yet.	Residual Demodrações (Resport - Implementation Interplat - 19% 005
2b	main - part 2b - MovePlayer() and user interactioncpp	Player (horizontal) movement (forward, backward, strafing and rotation). No collision detection yet.	B) deafd - DeemEngine [Blaque] - implementation hospit21 - FPS 1554 X
2c	main - part 2c - horizontal collision detection.cpp	Collision detection for the horizontal player movements, to prevent walking through walls, stairs, etc.	Stocket - Committing (Bloquet) - Ingland (Bloquet) - PS's 1488 X ***Committing Bloquety Blo

Nr	Source file name	Subject	Preview
3a	main - part 3a - initial portal rendering.cpp	Added: the first (initial) and limited form of 3D portal rendering – adjacent portals are displayed as placeholders.	# dc-PGE - Opendaging (Bingoul) - implementation lossph21 - FPS 563 X
3b	main - part 3b - incremental portal rendering.cpp	In this implementation the adjacent portals are rendered as well, using a queue and looping throught it until it's empty.	Ell dic PGI - Docentrajni (Baquel - Implementation Joseph 1 - PFS 199 X
3c	main - part 3c - slomo demo version of rendering algorithm.cpp	This is a special implementation (not part of the progressive series), that is created to illustrate (in slow motion) the rendering process.	El sic:PGI - Doordingina (Buquel) - irrejamentation IcespN1 - 195 3365