Keith Ellison

Project 7-1 – Design decision

CS 330

Design decisions

It of course took me quite awhile to finally arrive at and settle on a design that actually worked. So eventually I did come up with something that worked for the requirements, even so, it began to work for me when I depersonalized the assignment and just grabbed some “Nik naks” as I referred to them in the discussion post, from around the house and assembled them, I would have never thought about putting them together before I did, but once I had that combination of items felt very genuine to who I am. Which I thought was very important since I treated this assignment as an art project.

From there the construction of the project was straightforward; I didn’t really have time to experiment with anything since I was/am so far behind. Controlling the scene felt obvious to me; the classic W,A,S,D control scheme which can then be tuned to control anything with buttons. I didn’t think of myself as writing any “custom functions”, save for the fact that I’m uncomfortable working like this, though this crunch time experience has helped. But I guess now that I am saying that, any function, or as I know them, sub routines, are custom by nature. So I’m calling those functions from the main loop making a program modular.

That’s something though that I have learned from the programming I’ve done outside of this class; You want to keep your main loop as small as possible, while conditionally loading subroutines/functions as needed. This is done to ease the strain on an end-user’s CPU, an optimization technique to provide better performance through efficient programming. If I had written all the code instead of adapting existing lines, I would have made bigger, more obvious comments to more clearly denote separations of the different sections of code.