Universidad Nacional Autónoma de México

Facultad de Ingeniería

División de Ingeniería Eléctrica

Cómputo Gráfico e Interacción Humano Computadora

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Proyecto. Opinión y evidencia.

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Opinion.

My experience during this project was not the best. I am particularly not interested in Graphical Computing, so I didn't feel as much motivated as I would have liked, though I wanted to make a fully functional and complete project, fulfilling all the requirements asked by the teacher.

When the project was first assigned, I formed a team with two other colleagues. But as the time passed, none of the other members contributed so we were not finishing the activities on time.

When we reached the deadline of the modeling part, they decided to abandon the project, so all my work became useless because I had to start all over again, as I wouldn't be able to finish everything by myself.

After I modified the proposal to a more achievable project, I started working immediately in order to finish everything on time and in the best possible way. It's not an excuse, but I lost a complete month so I had a month less than every other team, so I was not able to code any complex animation. I even had to give this subject top priority and had to stop activities in other subjects.

I consider that this kind of projects require a lot of time and effort, particularly because it is not a specialty subject, so I don't think teachers should be that strict.

As a final conclusion, I would say that it was an interesting project, I am really curious about how video games are built and all the stress aside, I enjoyed doing it.