# Feedback Report on Computer Graphics
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## Recording Feedback:

Recording helpful feedback to further demonstrate a better understanding of the product and technologies used is a useful way to categorize problems that may need solving and further work to be done further in development.

Regarding feedback on the Graphical changes used on the previously developed Physics game called wipeout include:

- Jarring **Animation Snapping** was overly present as the player moved in opposite directions causing the player to be taken out of the immersion the game presented.
- Wider Variety of **Customization** in the main menu as the current options where very limited and purely there to show a working customization system.
- **Customization Persistence** as players would make their characters and not be able to keep their preferred preset during later playthroughs, this also extends to level and checkpoint saving as the game does not include any types of saved game methods.

This also extends to Feedback on the OpenGL system we developed:

- Including feedback from Jesse you could not move the lights in the scene ambiently through GUI.
- Cameras Could also not be moved and were set up incorrectly so that they were individual classes inheriting from a base class rather than all coming from one class of camera.

## Using Feedback:

Thought the presented feedback given was very helpful it would not be useful if not implemented, so after taking the concerns from players and categorizing the most pressing issues to more minor gripes I decided to apply the fixes and improve the experience.

- To fix the **Jarring Animation** all that needed to be done was to simple add a float point dampener and set that time to Time.deltatime in the specific function, this helpful little line basically fixed all issues regarding animation snapping and allowed me to move straight onto the next issue.
- To create a plethora of new customization options the implementation of new shaders and color presets for them were done as to further spice up the selection at present. Although simplistic in there designs the more choice the better and further feedback has indicated a much more positive response to the customization systems being used.
- For the final issue as time did not dictate it sadly I could not further work on the possibilities of saving your players customization although that is still a possibility for further development in the future.

In the OpenGL system the improvements made included:

- Being able to move lights around the scene to the users content
- Switching cameras now worked properly and they all had there own class which inherited from a proper base class

## Application of Technology:

Applying the necessary techniques through development was essential for completing both the projects. This includes the inheriting class system used for the cameras in OpenGl, and the Shadergraph skills required for the plethora of customization options in Wipeout.