# Controls

# Decisions

Original idea of state machine too complex and many errors

Removed menues because low priority

# Problems

One problem, which I could not really solve is that I encountered an exception when using XMMatrixTranspose(). As it seems that there is a problem with the alignment of the matrices and therefore I would have to completely rework the entire project. To stop this problem to happen I worked further I changed the Visual Studio Project to run in x64 instead of x86.

Another problem I had was to display the Skybox. My first attempt was to draw the box of vertices like in the beginning of the lab tutorials. For unknown reasons it did not display the skybox. Afterwards I copied the code from the Model class and modified it to fit to the skybox. That would still not solve the problem with the skybox.

Furthermore, I had the problem with the state machine. There appeared many errors when I tried to do the state machine and their states as own classes. After that I decided to implement the state machine by a enum and simply add the functionality behind the states inside the enemy class.

GetLookDirection error lnk2019, solved by using xyz instead of xmvector, would have used xyz anywise, after the change noticed that this seems to be caused by including of math.h, maybe xnamath and math inclusions collides with each other because of xmvector

# Conclusion

Gametimer class from book

Todo:

Wichtig:

Update funktionen mit time updaten

Mipmaps

dieses dokument

deferred rendering

spotlight

aktuelle Klassendiagram

Unwichtig;

schauen dass es auch normal läuft

particles wenn attacke

evtl model scales für alle 3 dimensionen

video(als letztes wenn)

mip mapping:

<http://www.rastertek.com/dx11s2tut05.html>

<https://stackoverflow.com/questions/31226292/directx-11-mipmaps>

<https://docs.microsoft.com/de-de/windows/desktop/api/d3d11/nf-d3d11-id3d11devicecontext-generatemips>