Process Book

January 26: Well I finished my proposal in response to the RFP. Really don't know if this is how it is suppose to look, but I don't feel like working on this thing for too much longer. I followed the example layouts I learned about in my technical writing class, I only wish they had more examples in that book, because the examples they provided don't fit everything that is mentioned in the accompanying text. We never actually covered what went into a proposal during that technical writing class mostly due to proposals being a sort of free form writing type, but hitting most of the categories should be okay.

January 29: Presented proposal to the class. Nick liked it, but would have preferred more use of images about my concept ideas. I created some illustrations after class.

February 9: Spent the last three days working on the midterm project. I can't get any input from my partner, because we didn't trade contact information when we learned we would be working with each other. Not the smartest move on our parts, but I had previously followed John on Github, and figured that they would have a messaging system through there. This of course was the wrong assumption. Either way, I just decided to go ahead with my project as outlined in the proposal, and figure we can stitch our software concepts together at a later time.

February 12: Despite having a lot of trouble getting my partner to discuss ideas, we presented two prototypes too the class. Nick had suggestions for improvement, which I tried to follow, but I forgot my notebook at home, and couldn't take suggestion notes. Finally traded contact information with my partner, however he doesn't seem to eager to discuss the project at present. Not a big deal, I'll just keep working on my part, and let him work on his.

February 23: I am really happy with the features I have been able to add to this little project. I do wish that I could program this using Visual Studio 2015, I'd already be done with these basic control features, because I wouldn't have to struggle with this listview control containing all the vectors that the user can create, or the buttons. I definitely feel that I can do this software engineering task now. This project has been a great confidence builder.

February 26: Presented this project to the class again today. Lots of interesting features have been implemented, but I feel the code is starting to look a frankenstein monster, so I am planning on refactoring the code base to clean it up, which shouldn't be too difficult, before I implement the last of the features.

February 29: Oh crap, I broke everything. I tried to refactor the code base, because I was experiencing a lot of difficulty getting the listview components to work with a delete feature. I'll just have to keep working on this project until I get it working, or presentation day comes around.

March 3: I fixed several of the things I broke during refactoring. It still isn't finished, and I am missing a lot of features that I intended to put into this final project. However I am having a blank of a time getting the listview to work properly. Something in the display function is causing the listview buttons to print to the screen and cycle down the screen. This is very infuriating, but I'm out of time to get it working perfectly. If I were to do this project again, I definitely would scrap the listview control. Several thousand vectors just doesn't explain the vector math concept very well, and I would have spent more time on the matrix math portion of the project. The list view is nice, but completely unnecessary for this project.

March 4: Presented the final project even though it wasn't done. Nick told me to continue working on it, and get it finished eventually.

April 6: After the presentation, I got fairly sick and didn't work on the project at all during that time. I had to work on other projects more so than this project, but I'm back, and I'm going to get at least my half of the project finished.

April 15: After discussing things with Nick, today was the first day I could devote to finishing the midterm project. I am done, I will be submitting it shortly. After considering the RFP more, I realized that the project I had originally set out to complete was completely inept at accomplishing the goals of teaching students about vector math in game programming. I ended up spending way too much time on useless (as far as education goes) tools that didn't convey the message at all. Buttons and listviews although cool in concept ended up just cluttering the screen, and created far more problems than they solved. So many problems in fact that I was unable to finish my portion of the midterm. So I stripped the fancy gadgets, that I spent most of my time in the first half of the semester working on, out of the project. In the end I believe this simulation is far more accurate at transmitting the message, "this is what happens when you use a matrix like this." It is also far more user friendly. I found working with a partner on this project to be incredibly difficult. John is a very busy man, and lack of communication sent us in different coding directions. In the end, I will be submitting my vision of the RFP without any input from my partner. Which is good, as that means the DAGD program will get two softwares for the Wiki.

April 22: Alright we are approaching the last day of class very quickly, and my last submission attempt to be able to pass this class apparently wasn't good enough for a passing grade. So last night, I reworked it again. Unfortunately I don't know exactly why Nick feels the previous submission wasn't worth at least a C, so I am just going off the idea that I either didn't present the concepts well enough, didn't make enough simulations, or my aesthetics were terrible. If it's the aesthetics thing, I am screwed either way, but I did at least add consistency to the layout, and color schemes. Alright, I am submitting this thing, and will be talking to Nick at some point today, because I need to pass, and I don't feel like I am receiving the feedback I need in order to be successful, despite having asked.