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SNHU CS330

Module 7

06/18/2023

Final Project Reflection

I believe my development choices for my 3D scene are sound for my level of experience because my objects are relatively simple. I also chose to code the texture coordinates and vertices separately because it made the whole thing a little easier for me to plan on paper and conceptualize. I met the required functionality by considering the user requirements outlined in the rubrics and watching the tutorial videos again and again. Wherever possible I would also model my code after that seen in the learnOpenGL.com chapters or as demonstrated in the sample source code issued in module one of this course.

The user can navigate the 3D scene by altering the coordinates and angle to if the camera. This will give the appearance of moving through the 3D plane in real time. The user can move forward and backward within the 3D scene by altering the z-depth coordinates with W and S keys. The camera can be raised or lowered by altering the y-height coordinates with Q and E. The mouse can also be manipulated to change the angle of the camera’s field of view. Transformation matrices are applied to alter the 3D scene in relation to the camera but the illusion of the camera moving through space is created.

I don’t believe I actually created any custom functions, but I did focus on keeping my code modular and organized. To do this I kept my vertices and texture coordinates separate. I also kept individual objects separate. Further, I made sure to comment all my code thoroughly and to use descriptive variable and object names to improve readability.

**Citations:**

*Learn OpenGL, extensive tutorial resource for learning Modern OpenGL*. (n.d.). https://learnopengl.com/