# Working Experience

I learned how to work with shaders in opengl and I learned a lot about transform feedback however I wasn’t able to learn enough about transform feedback in order to implement it and ended up going with cube mapped skybox and asset management

# Challenges and Triumphs

I spent the entire first week and a half attempting to get transform feedback particle system implemented but had no luck and ended up aborting my plans for that and going with cube mapping for a skybox and asset management, Transform feedback proved to be very difficult and I was having trouble finding any decent resources online regarding gpu particles

# Major Decisions

A little over half way in I aborted the original plan to do gpu particles using transform feedback and went with a much easier cube mapped skybox and asset management

# Future Improvements

I would have given up on transform feedback within the first few days since I wasn’t getting anywhere and we had a small time limit to finish the project.