Rocket Mission 2018-19

**CHAPTER 6**

**CONCLUSION**

The design and development of the project on a windows platform gave me an insight

at the problems that I would be faced by when taking a look at real world software engineering.

The experience I gained by designing this project is valuable. This has helped me in exploring

the different galleries of OpenGL function which I was not aware of, I come to know the

numerous inbuilt functions that were available in OpenGL.

This application gave me an opportunity to explore the graphic abilities of OpenGL

and C++. We can further improve this project depending on the needs and views of the users.

We can include many more concepts into this project to make it even more user-friendly.

This project has enhanced my programming and imaginative abilities to a great extent.

**6.1 Future enhancement**

Any system cannot achieve one hundred percent perfection at the first time and this is

no different from the universal truth. The different menus can be added to display at the runtime, also shortcut keys can be assigned to ease the access of various menu items. The following may be considered as future enhancements which might make the system more user friendly, flexible and more interactive.

By implementing a project using OpenGL I came to know how to use the functions such as rotation, translation and scaling. These functions helped implementing a living affect to the object by providing movements and I have also learnt how to view an object in different views.

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