1. **Briefly describe the artifact. What is it? When was it created?**
   1. This artifact was created in December of 2023 for cs330. It was the final project for the class. The project was to create a 3d recreation of an image. I decided to go with a 3d image of an air hockey table.
2. **Justify the inclusion of the artifact in your ePortfolio. Why did you select this item? What specific components of the artifact showcase your skills and abilities in software development? How was the artifact improved?**
   1. I chose to include this artifact as it was a difficult one to do and even after this milestone I plan to continue to work on this one. Some of the specific components of the artifact that was improved, would be the camera as it is not as choppy in the program.
3. **Did you meet the course objectives you planned to meet with this enhancement in Module One? Do you have any updates to your outcome-coverage plans?**
   1. I did for the most part, I would like to return to this before the final assignment and finish the issues with the walls and the table, but I will have to do some more research to fix them.
4. **Reflect on the process of enhancing and modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?**
   1. I learned a lot more about openGL as I did not think I could create cylinders to make the puck and strikers, but I did. The main challenges I faced is the mouse movement on the camera, and the walls not wanting to cooperate with me.