# Complex Games Evaluation

# Particle System C++

# Issues

a major issue encountered was not being able to render both the fire and smoke particles which was caused by having only one initialise class to share the particles. Which resulted with the draw function rendering the second particles as the update would override the first update particles in the VBO. Which was fixed by making another initialise class, so the fire and smoke particles didn’t share the same VBO. Textures having black background with the sprite that particles that overlap other particles would see the background cutting off the particles behind and not blending. This led to coding in Alpha blending in to make the background transparent and the smoke particles get thicker in alpha when overlap and fire particles get brighter in colour when overlap. In the EntryPoint.cpp there was a line

# Performance

# Required Changes