Self-reflection report

This report will serve as a short overview of the choices I have made for my simulation, and how I think those choices have impacted the final project – as well as a snapshot of my current progress and challenges.

My simulation, tentatively named “Simulbox” (Simulation + sandbox) is built on the idea of a modern 3D reimagining of the old flash game “Powder Game” where you play with pixelated particles in a sandbox environment. My idea is to uses voxels (essentially 3D pixels) to bring this idea to life in three dimensions.

It turns out the preliminary base code required for such a project is no trivial task. While working on the project so far, I have spent most of my time either researching or working on the base classes for the voxel system. I also decided to implement the command system, both as a learning experience and because undo/redo functionality is neat. I have finally gotten both these systems mostly set up, but that also means I haven’t had a lot of time to get to implement the main content of the game (more element types/ways to interact with the sandbox).

Right now, I just have sand, grass, and fire.

I have plenty of time to work on this to develop it further though – I am basically finished with the folder exam in VisSim. Please provide feedback as to what more you could want / how much more the simulation would need for the highest grade.