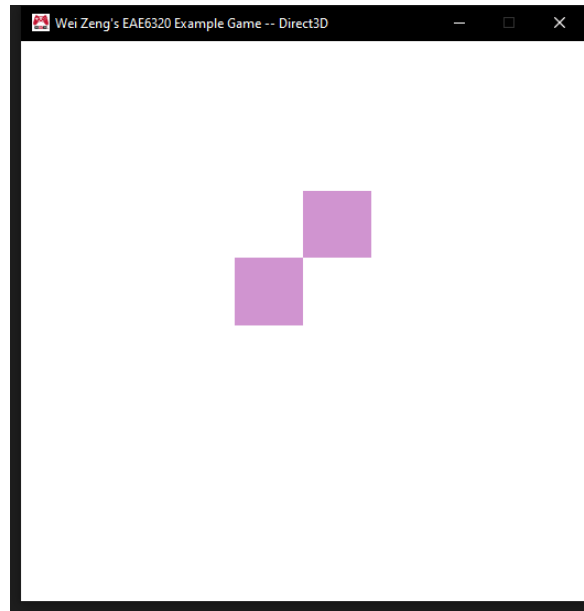


Assignment 6 Writeup

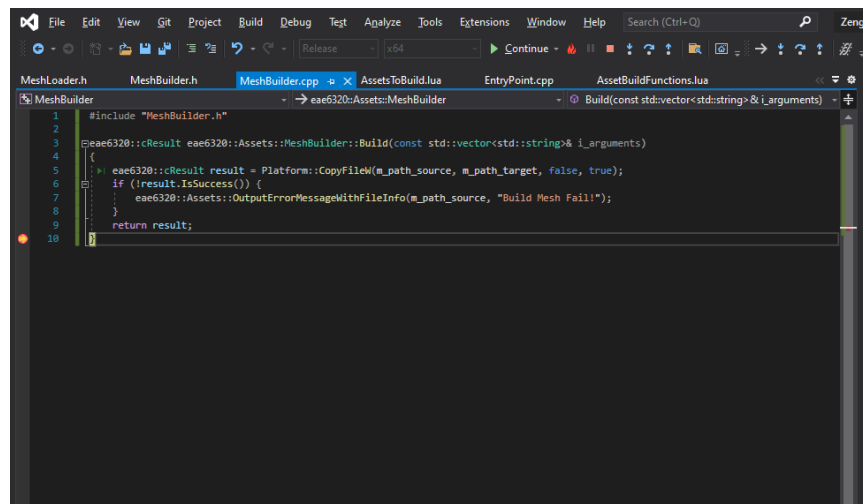
Game Executable:

https://github.com/WayGold/EAE6320_Assignments/blob/Assignment06/MyGame_.zip

Game running:



(Game Running)



(Debug MeshBuilder)

```

1  return
2  {
3      -- This table contains a list of vertex data
4      -- (using an array)
5      vertex =
6      {
7          {0.0, 0.0, 0.0},
8          {1.0, 1.0, 0.0},
9          {0.0, 1.0, 0.0},
10         {1.0, 0.0, 0.0}
11     },
12
13     -- This table contains a list of index data
14     -- (using an array)
15     index = {
16         0, 1, 2, 0, 3, 1
17     }
18 }

```

(Mesh File)

With a human-readable asset file, it will be much easier for non-technical team members to access information about the asset. People could easily edit a file to achieve things such as tweaking index orders fairly faster and with less effort compared to, for example, a binary format.

My mesh file is very simple. It has only two tables each representing all the vertex data and the index order. For the vertex table, it is formed with an array of arrays. I chose this design because order matters for these vertex data as we are tracking triangles based on index. And it's more convenient both visually and technically to have each inner array be the structure of a typical `vec3(x, y, z)`.