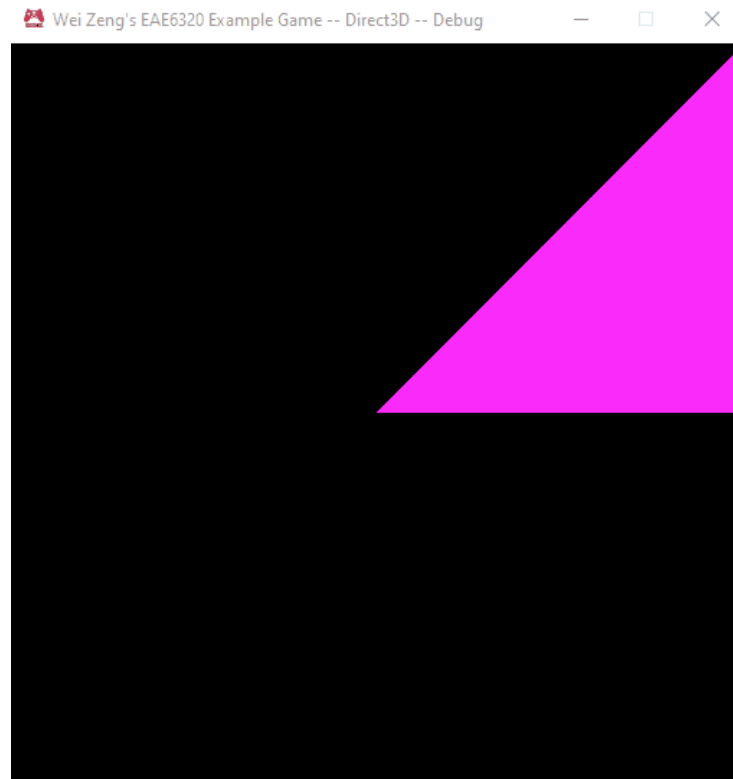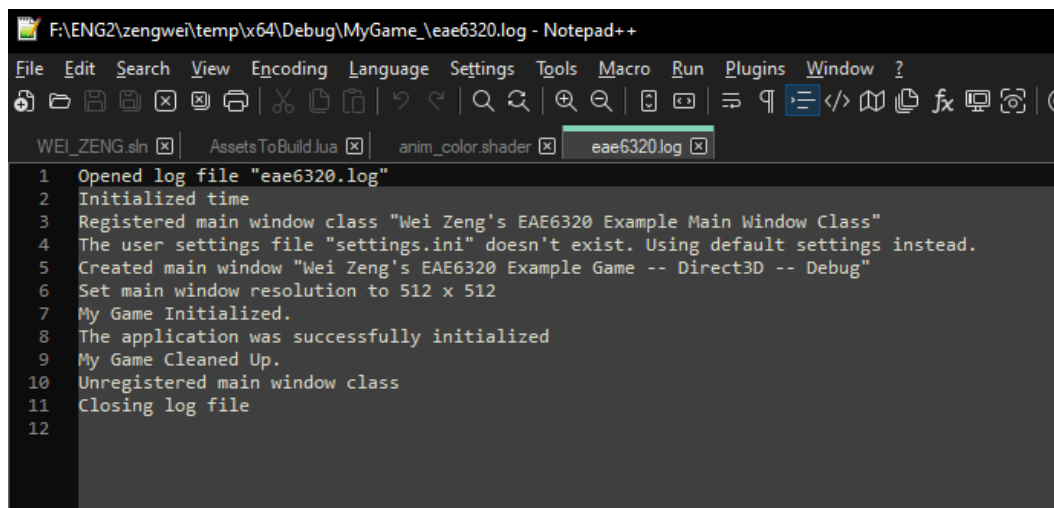Assignment 1 Writeup

Game running with an animated triangle (figure 1).

(figure.1 Animated Triangle)

Log file is generated after execution of the game (figure 2).
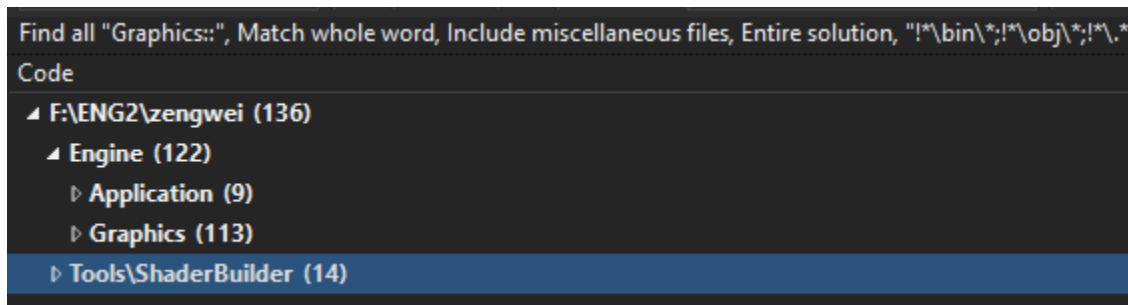

(figure.2 Log Message)

The Engine/Application project needs to add the Graphics project as reference.

Tools/ShaderBuilder does not need a reference to the Graphics project though it has codes using

the Graphics namespace because all the usages are not calls to functions (calling enums etcs).

(figure.3 All calls to Graphics namespace)

The code base is organized into very decoupled projects, each responsible for a specific range of

tasks. I really like how every functionality is splitted into individual projects. Previously in Game

Engine I, we did not really talk about how we should organize and create solutions/projects. I

ended up having a huge Engine folder with all the source codes in just that one folder, obviously

causing huge mess and troubles whenever I need to dive in and find any interfaces. There are

also things I really like regarding the code style, especially on how it handles multi-platform

issues. I was at first quite confused about how having two versions of the codes works (D3D

folder and GL folder) because in the past I would just put them all in one file and do a "#if

define" to differentiate the platforms. Now that I know I could exclude files for different

platforms I would never do that again (way better readability).

About my expectations for the class, initially to be honest, just based on the class description on

EAE webpage, I was not expecting much from this class. Personally I am really not an Engine

person and I am more like a mix of Tech Art plus Tools Engineer so before the first lecture the

mentality was more like "I have to do this to get the degree". However, after hearing the details

and stories such as linking with Maya and some dude from the previous cohort who created an Animation module, I instantly knew that this class could offer me a lot of things that could help me grow. I have had tasks from previous jobs to write tools to communicate with the animation systems in their proprietary game engine so I see how beneficial this course could be and I am really looking forward to it!