# Appendices

Appendix 1 – Closing Kit Template

**Note:** Sections highlighted in Red are options for this assignment!

## COVER

A screenshot of a video game

Description automatically generated

## Ammar Sheraz ST20247757 CIS5013

## YOUR GAME’S TITLE

Document version number (keep this current!)

Written by (your name/team name here)

Point of contact (producer or lead designer with contact info.)

Date of publishing

Version number (This is the software version number of the game).

Footer should always have:

Copyright © Team name Date Page Number Current Date

**Closing Kit Outline**

**Table of contents**—Remember to keep this current.

**API Versions** — A list of APIs and version numbers, possibly with links to an archive containing the relevant installers and any required software licence keys.

**Release Version** — A running version of the game built without debugging information, including the required libraries and assets to run. This might be a release folder or a release build tagged in a VCS.

**Instructions** — Brief instructions on how to run and play the game.

**Repository** — A link to the code repository in a suitable VCS (e.g. a git repository on Bitbucket).

**Credits** — Details of those who contributed to the game and if appropriate recognition of their IP.

**Other IP** — Documentation of any IP sourced for the game, for example IP used under licence from another source. The owner of the IP and the type of licence must be listed.

**Issue List** — A list of any outstanding issues known at the time of closing, i.e. any bugs known or features which remain incomplete.

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## API Versions –

OpenGL –

• OpenGL 3.3: <https://www.opengl.org/>

• GLFW 3.3: <https://www.glfw.org/>

• Assimp 5.2.4: <https://github.com/assimp/assimp>

• glm 0.9.8.5: <https://glm.g-truc.net/0.9.8/index.html>

Photoshop 2024 – <https://www.adobe.com/uk/products/photoshop/landpa.html?gclid=CjwKCAiA7t6sBhAiEiwAsaieYknQdrePUHigSXvJf61GOJiGERGLO9iwt6lYMW6JaSt1-1s2WaQi1xoCWBYQAvD_BwE&mv=search&mv=search&mv2=paidsearch&sdid=2SLRC12G&ef_id=CjwKCAiA7t6sBhAiEiwAsaieYknQdrePUHigSXvJf61GOJiGERGLO9iwt6lYMW6JaSt1-1s2WaQi1xoCWBYQAvD_BwE:G:s&s_kwcid=AL!3085!3!594325643921!p!!g!!adobe%20photoshops!17011954682!138864795107&gad_source=1>

Bitbucket – <https://bitbucket.org/>

Git bash (git) – <https://git-scm.com/downloads>

Visual studio – <https://visualstudio.microsoft.com/vs/preview/>

3ds max 2024 - <https://www.autodesk.co.uk/products/3ds-max/overview?mktvar002=4277222|SEM|20401221092|152249219952|kwd-1999247050930&utm_source=GGL&utm_medium=SEM&utm_campaign=GGL_M-E_3ds-Max_EMEA_GB_Views_SEM_NBR_New_MIX_0006_4277222&utm_id=4277222&utm_term=kwd-1999247050930&gclsrc=aw.ds&&ef_id=CjwKCAiA7t6sBhAiEiwAsaieYhqUBqLOoapVwiwjKuAjDwXvMmrqVgeWQCyugcSa5k3FrZ1LV43xRhoCBcwQAvD_BwE:G:s&s_kwcid=AL!11172!3!667076688716!b!!g!!3ds%20max%202024!20401221092!152249219952&mkwid=s|pcrid|667076688716|pkw|3ds%20max%202024|pmt|b|pdv|c|slid||pgrid|152249219952|ptaid|kwd-1999247050930|pid|&utm_medium=cpc&utm_source=google&utm_campaign&utm_term=3ds%20max%202024&utm_content=s|pcrid|667076688716|pkw|3ds%20max%202024|pmt|b|pdv|c|slid||pgrid|152249219952|ptaid|kwd-1999247050930|&gclid=CjwKCAiA7t6sBhAiEiwAsaieYhqUBqLOoapVwiwjKuAjDwXvMmrqVgeWQCyugcSa5k3FrZ1LV43xRhoCBcwQAvD_BwE&term=1-YEAR&tab=subscription&plc=3DSMAX>

These are all the API versions that I used that I know of.

## Repository – link to GitHub repo here - <https://github.com/amm4rdev/Ammar-ST20247757_CIS5013>

Credits **–**

**Credits to Paul angel as I used his repo to build to build my work on. I’m not sure if this counts for crediting but I wasn’t too sure, so I added it anyway as we are supposed to use his repo anyway to do our work on, I used the multimesh repo as it was the latest repo and it also allows multimesh rendering which was the technique I was achieving to go for.**

## Other IP –

No other IPS known, I didn’t use anyone else’s work this is purely my own work other than using Paul’s repo.

Issue List **–**

**I had problems when implementing transparency, I was trying my hardest to add it when the player would go through a transparent pillar, they would change colour, but I couldn’t get it to work so I left it out but apart from that I didn’t have any issues with anything when working on this project. I couldn’t get anything to go transparent I tried to make a new shader code for the frag and vert and make a transparency shader, but I couldn’t find a way to get the object I was working on to go transparent to give it the transparency effect I was looking for apart from this I got everything else done I just found setting it up transparency tricky but I did attempt it but I later decided to take it out as it didn’t work as intended.**

**Had problems with GitHub so I decided to make a new repo and add all the work I have done, and I also made a readme with all the project history in as well. i kept getting a error saying my repo was hung I have ever ran into this error this was a strange error I got I didn’t have time to waste so I decided to make a new repo and that fixed the problem. The worst part with the error was it was pulling everything fine until the last part then it would fail and say repo was hung I’m not sure if it was something to do with lfs but that was setup properly on my machine I was working on and it was initialized so I’m not too sure it also could have been a factor of the repos size as I know GitHub has a limit of repo size of 4gb per repo but I’m not too sure to be honest so making the new repo and pushing what I have already done saved me lots of time and I hope in the next term git will be running smoothly.**