# 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

## 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 bitbucket repo here -

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.**

## Other IP –

No other IPS known.

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 also have played with interaction, and I couldn’t understand how to go around going about it I tried it with the transparent pillar that was already in the original project. So I decided to leave it out but I worked out it all mostly I just struggled with making my assets transparent or having a transparent object and when my character interacted with it, it would change the colour of my player I spent a week trying to implement it and I couldn’t get it to work properly or work at all so I decided to leave it out and focus on other parts of the shaders instead.**

**Had problems with GitHub so I decided to switch to bitbucket so 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 switch to bitbucket and commit the finished work as a whole when I complete the work with all the right up and video which is easier hopefully GitHub works fine next term.**