# Odeum Project - Midstone Project Meeting Report 2

## Team Members

Aidan Zizys & Ryan Thorne

## Project Name

Odeum Project

## Discussion points & status updates

We have been chipping away at the graphics side of our engine over the last few weeks. We currently have 3D objects on screen, which involves a large set of components to work, most notably a camera. We also have an input handler in the engine, but it isn’t attached to anything, so inputs have no affect on the objects in the game world. Something that hasn’t been going well is the organization of the code. The code is sufficiently layered, however because much of the work has been on the graphical side, the main engine loop is lacking in features and functionality. Furthermore, much of the code has been placed in our renderer, which will need to be moved to other parts of our code. Next steps include learning more about the DXR pipeline, which is the DirectX pipeline that enables raytracing, and adding features and reorganizing code so that the engine is more like lasagna and less like spaghetti.

## Current group contribution

Most of the work so far (~65%) has been completed by Aidan, compared to slightly less completed by Ryan. The current division of labour is due to the stage of the engine – it is mostly render code, which was given to Aidan to complete. There isn’t any need for concern since going into the project we knew that at the start of the project Aidan would be doing more of the code to get the graphics side of the engine up and running.