# Odeum Project - Midstone Project Meeting Report 3

## Team Members

Aidan Zizys & Ryan Thorne

## Project Name

Odeum Project

## Discussion points & status updates

### Status Update

* We abstracted much of the code to a main engine loop so that we have cleaner code organization
* We built out the camera and input so that you can move around the scene
* Aidan is starting to learn the DXR render pipeline, which is the code that will enable real time raytracing in our engine

### Challenges

* We found a new set of tools offered by Microsoft that make the job of getting things like input much easier, and so we had to rework the way we were doing things
* We are working on separate features, however the code is very inter-dependent and so currently adding components and features sometimes requires waiting for the other to finish working on something. We hope to remedy this by building out the main engine loop so that components can be added without requirements in other areas of the code

### Next Steps

* For Aidan: learning the raytracing pipeline and including an option to switch between the two types of rendering, i.e. rasterization and raytracing. Continue to organize the main engine loop and add ways to make it easier to add code to our growing base.
* For Ryan: Adding tools that allow us to load in objects, textures, and materials into our engine so that we can build out complex scenes. Touch up input and movement. Learn about lighting.

## Current group contribution

We are starting to find a better rhythm, especially as the renderer is complete it means that we can work on separate components without the need for other things to be complete beforehand. This past week Ryan coded most of the input and movement, whereas I was working on reorganizing the code into a main engine loop.