# Odeum Project - Midstone Project Meeting Report 4

## Team Members

Aidan Zizys & Ryan Thorne

## Project Name

Odeum Project

## Discussion points & status updates

### Status Update

* We are building the raytracing pipeline

### Challenges

* The challenges have been endless
* Currently the raytracing code doesn’t work. That’s not a concern for us because we know the bugs, we just need more time to fix them. Finding the solution is not always easy, but we are making steady progress on it
* We are experiencing burnout, as there is so much to write in such a short period of time. We have written 3500 lines of code in a short amount of time, and the vast majority of that has been written twice or three times depending on what we’re learning or referencing in better sources
* There is no one we can talk to about this or ask questions on this because no one at Humber or no one we know writes this kind of code. Scott Fielder is potentially connecting us with someone at AMD, and Matt Mazza is going to connect us with a programmer he works with who writes DX12 code

### Next Steps

* For Aidan: finish the raytracing pipeline. Most of my work involves cross-referencing my work with code from NVIDIA and Microsoft as they are the only two sources of information on this topic. Afterwards, I plan to look at materials on raytracing math in order to write better raytracing shaders
* 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 building the code for raytracing.