

## Final Project Thoughts

The main objective of my project is to create a functioning museum where a user can “walk around” and enjoy some of the exhibits created. My code structure is organized in the form of having a stand alone main method with the separate classes being called into it as objects.

There contains a Rendering class that provides all the drawing and an Input class that holds the key switches and communicates with Rendering class to do whatever action that is attached when the key is pressed. I borrowed nothing from Chen because Chen basically wrote his own classes that already existed in OpenGL and I knew if I used it then I would be bound to all of his code. Instead, I used the NeHe productions package and their base common programs to get started and researched how they implemented certain tasks such as reading from a text file.

The structure from the NeHe people was really useful and I was able to keep my code organized that way. The most challenging aspect was the lighting. I still don't get lighting. NeHe example code really took out a lot of the difficulty that I had with OpenGL/JOGL and I really got to dig in and understand because it was well commented and used existing functions instead of starting from scratch. I am confident that I have fulfilled my expectations in giving myself a challenge but also being about to use what I have learned this semester. I think my museum looks and runs great. What got in the way for the duration of the project for me was time management. Each piece of the project takes time and making sure that everything works together takes even more but I feel that I did much better in making sure that I broke down each piece into workable goals. I learned from this project that I did learn a lot about graphics and it's nice to have the instant gratification of seeing code on my screen. If I had to do another project like this, I would start with making sure that I understood lighting more because it was annoying and even now, it doesn't work perfectly. I wanted actual spotlights to showcase the artwork but I gave up.