Artefact report

Evaluation (300 words)

AO1 – management

Planning

I had anticipated that learning OpenGL would be a massive endeavour. This is why I decided to start my project as soon as possible, tackling smaller sub-projects that help me to get to grips with it.

Right from the beginning before I had even started writing any code, I carefully planned my program, structuring it into three pieces. The “player” would be designed to create the window in which the program could draw. It loading everything up and managed mouse clicks and keyboard presses. The “library” would be a set of useful and reusable code, such as mesh management, texture and lighting code, that I could use in each of my sub-projects without having redundant copy-and-pasted code everywhere. Finally the “scenes” would be individual small pieces of code that did the things specific to each sub-project.

AO2 – research

My research encompassed a large range of sources. As my artefact is mostly computer-based, most of the relevant information that I have found has been on the internet. However, this web-based information has taken the forms of blog posts, research papers. Videos of presentations given at conferences have also come in very useful.

My sources have mostly been factual or outlined procedures on how to achieve things using different programming techniques. They have mostly been independent of each other, however where there has been overlap they have been in agreement, and often they have even cross-referenced each other. For example, the Valve paper on text rendering

AO4 – evaluation

What worked?

The physics engine worked fantastically.

Why?

What did not?

Why not?

What was learned?

What would or would not be repeated next time?