Final Project Report - Assignment 2

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# What we did well

## Camera & User controls

Most of the controls were based off of the previous assignment’s code which handled movement through the keys which we transitioned to using the mouse. A teammate figured out that we can use Clamp in order to restrict where both the camera and paddle move.

## Bullet Library

Integrating Bullet wasn’t too difficult and learning how to make the ball bounce within the second week set the tone for the rest of the physics based interactions.

## Sound

Sound was easy to implement since there was a wrapper class that was posted on Piazza which allowed us to call a function with the path to the sound file.

# What we could’ve done better

## User Interfaces & CEGUI

We used CEGUI to create and update the scoreboard. We ran into trouble with loading in resources since the code to parse the resource config was lost and it defaulted to General. To fix that, we had to refactor the code and split it back into the BaseApplication which fixed the bug and cleaned up the code base.

## Scoring

It was easy to implement a count and updating the GUI to reflect that. However, we ran into a bug that caused the ball to count multiple times as it hit the wall since it would be there for longer than one frame.

# What have we learned

Using hard-coded values makes adjusting objects tedious.

# What still puzzles us