Feedback CSE306

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What I liked:

1. Clear Lectures notes, most of the time. And when not enough, videos are normally the perfect complement.

2. Feeling of creating a real product.

3. I got to work on my software engineering design skills. Had to think about code structure and so.

What I did not like that much:

1. Debugging takes at least 70% of the time. Maybe it would help being in a real classroom?

2. Imo it is important to have a strong start (a hint on how to start, or even some very simple sample code), otherwise it easy to procrastinate the project... (Also solved by being in a real classroom?)

Personal Input:

1. The Fluid simulation was cool, but one can see the (nice) results until the end. A bit less motivating than the Ray Tracer. Maybe change to character animation?

2. I felt like the video lectures were better as a complement in case of doubt. Maybe it would be better to have a 4h(ish, after an intro) TD. And in case of doubt one can go see the videos.