Final Project Write-up

My project is a two player simulation Cat Simulator. One player controls a mouse attempting to escape, and the other controls a cat hell bent on catching said mouse. The simulator is set in a room of a house. Walls bind two sides of the room while furniture binds the other two sides. This gives the players a confined play area. The camera operates from a fixed angle, but it movable for debugging purposes. Furniture in the room includes a table and lamp (which contains the light source for the room), a couch, and a chair. Also included are three regal cat paintings to give the room some much needed class.

My development process began off the tail end of my development process for project 2. I started by identifying areas for improvement based on the feedback I had gained from project 2. These included, lighting, fonts, more models for furniture, a fixed viewing angle, win screens for each animal, and fulfilling the requirements for the final project themselves. I began by first working to fix lighting in my project. I accomplished this by utilizing two in class work days and an AI session. Afterwards, I moved onto added textures into my project. This was a simple process I managed to bug up completely by not writing specific handling cases for file extensions for the images themselves. I attempted instead to change the format of the image itself which caused it to become corrupted and not display. This lead to hours more of debugging and help from two different instructors. After that debacle I managed to fiddle around with blender enough to get the textures to line up on the rendered objected. This finally brought the cat portraits to life. Afterwards I added two additional win screens and logic to deal with each of them.

Over the course of this project I learned a lot of valuable lessons about openGL, C++, and computers in general. The in class work hours contributed significantly to my progress sin this assignment, allowing for easy access to answers that a teacher could answer in 2 minutes which would takes several hours for me to come to terms with on my own. I learned that starting early was essential in being prepared to turn in a finished project. It was in this final project that I feel as though I have a firm grasp over openGL and using blender together. I also learned that you cannot simply change the extension name of an image to change its format.