Project 2 Write-up

My project is a cat and mouse simulator in which a cat and mouse are rendered on the screen, one player take control of each animal, and the mouse attempts to escape while the cat attempts to catch the mouse.

I really started to put work into this project a week and a half before it was due. I started it off as a simple cat simulator being able to render and move around a cat. I then gradually added the mouse and various other functions to make it more interesting. The first hurdle I came across was rendering the title display, which resulted in AI and several more hours of work to make the project functional. After that it was smooth sailing with a few more hours put into rendering the mouse in Blender and then implementing it to work in my project. When it came to the issue of adding lighting to the project I attempted to follow models set by in class exercises and examples but ultimately could not meet for AI to figure out why my code could not work. After several 1-2 hours of working to get a semi working lighting feature in my project I realized that I was no longer making progress and had to move on to other more pressing issues.

AAR for this project:

I started early and went in for AI for this project and learned that I simply did not have enough time in my days to put into this project what it needed. The only solution I can come up with is working to better understand the material however again the problem of not having enough time comes up with that as well. I learned a lot about how open GL works during this project and have a significantly better understanding of the material afterwards.