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CS-330

Project One Reflection

This project taught me a lot about how writing compiled code is so much different than scripted code. One of the major added challenges is the time it takes to build and test the code, in scripting you can just run it and see how it works but in C++ you have to build it and I may fail so you need to be conscious about keeping track of those things and making sure you are running the newly written code.

When developing this 3D scene, I knew I had wanted to create a sort of framework, something that I could easily replicate as many of the objects were duplicates of each other. Thes trucks are very similar, either double expand or single so it was easy to replicate them using code. I wish I had spent more time and architected it to use functions to render each truck, so I could call a single function and get all the things rendered in that was needed.

In the 3D scene you can move all around it using the WASD keys which will move you on the XY plane and using the EQ keys will move you up and down which give you full 3D movement. Using the mouse you can look and point the camera in any direction you want.