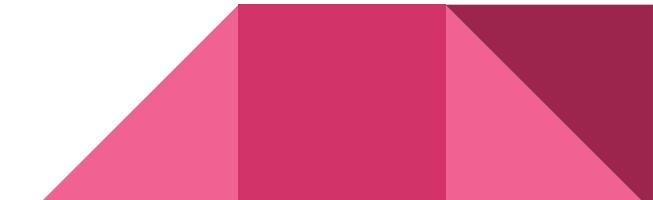# He1mdall

Binary Visualization Software

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Methodologies: Agile and Iterative

- We, throughout the project, ported our code three times:
  - Glut to Qt
  - Windows to Widgets
  - Fixed Pipeline to Shaders
- Standup Whiteboard Meetings
- We used the C++ <assert.h> library to write tests

Project Tools

Challenges

- Qt GUI tools are difficult to use
- OpenGL felt like overkill for the task we were trying to accomplish
- OpenGL and Qt were new to all but one of us
- GitHub was apparently hard for some of us to use; Alex spent most of the semester committing while not being logged in, and Josh had two accounts from which he committed
- GitHub committing could have been more frequent
- Some bugs remain

Lessons Learned

- We learned how to work with:
  - OpenGL and Qt
  - Doxygen and GitHub
  - HSV vs. sRGB Color Spaces
- We learned that having a group leader is important