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Code Review Narrative

In my class CS 330 I used OpenGL to make a 3d object. For that class I choose to make a Cup. I never did make the cup perfectly it kept failing even though my code was good. So maybe in this portfolio I can make it better to show my improvement sense than. I wanted to originally fix the code, but this project became my code review. I ended up fixing it anyways because finding the issues was rather easily done. I had a lot of issues with my built-in mic this semester on my computer, so I had to split the video and the mic recording up, so it is two different files. I took the file and enhanced it by fixing the two or three texturing errors I made by missing simple punctuation like periods and colons. I’m actually really glad that I choose to work on this project it was a fun project to work n originally and I enjoyed fixing it with the new knowledge I now know. I learned how to use OpenGL and visual studios on this project I now use visual studios on my game projects I’m working on now, and I used OpenGL on other assignments since then.