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IGME330

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Documentation

Requirements:

I would like to say that my project fits all four of the required categories. In terms of the first, being the theme and impact category, I would say that my project has a coherent and identifiable theme visually and not. The project has one clear visual narrative and works as intended in that it gives you the interactive meta-balls experience. I would also like to say that the project is visually appealing enough and content-rich enough to make a nice portfolio piece. Overall the project should give its user a good five to ten minutes of entertainment. In terms of the second, being the User Experience category, I would like to say that my project gives the user a fairly good experience as well. Once I followed my critiques I would like to think there is enough information given by me to enable all the users to figure out what everything does and how everything works. The code runs without errors and the only quarks are when the user does things wrong, which is addressed in the tips section. In terms of the media category, I pass the HTML validator after stresses for 15 minutes and I pass the CSS validator with ease. For a majority of the project I did not use an embedded font, however, I added one when I saw I needed one. I used .save and .restore whenever I drew things to the canvas when it was smart to do so. Finally, for the code category, I would like to think I also pass, my code is well organized and commented, and it follows ES6 modules. My file names are properly formatted, the coding standards are followed.

If I had more time:

There were a couple of additional things that I would have added and actually planned to add if I was better at managing my time. One of these things was ball interactions. Which is that the balls would bounce off of each other, it would not have been the super complicated physics version, just the balls

travel in opposite directions of each other when they collide. Other than that though I pretty much achieved what I wanted with the project.

Rights and Wrongs:

As a whole, I would like to say that the project was one massive right and very few wrongs. However, I cannot say that is the case. While I have done meta-balls in other languages as well as marching squares before, heck I just finished a marching cubes project, doing it again using canvas was both a good experience and a painful one. One of the big quarks that I found with canvas is that without using helper functions drawing can be tedious. The plus, however, is that canvas seems to run super fast and so I could pack in more drawing functions and color effects than I usually could. The only real issue I had when it came to code was on the last day trying to get the code validated. Due to my inability to spell correctly and notice incorrectly spelled things without a spellchecker, I had not realized my validation issue was because of spelling. As a whole, though I really enjoyed coding it even with all the quarks so I think that it turned out very well.

Non-Course Resources:

For the most part, I did not use any external resources however I referred to a meta-balls explanation page to cover the concept and math, as well as borrowed some code from StackOverflow for converting hex values to RGB values. Here are the links to said resources:

https://stackoverflow.com/questions/5623838/rgb-to-hex-and-hex-to-rgb

http://jamie-wong.com/2014/08/19/metaballs-and-marching-squares/

Grade:

I would because I'm super cocky and overconfident and happy with the project I would give myself an A, a lower A like a 90%, but still an A. The reason for this is because for the most part I followed all the

requirements and ended up making a fairly solid portfolio piece which it seems like we were trying to achieve in the first place.