Introduction to Programming II Project Log №3

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| **Project title:** | The player with music visualization function |
| **Topic:** | Adding music visualizations to the player |
| **What progress have you made this topic?** | |
| I tweaked some of the initial three visualizations to make them a little more sophisticated. I also added another three suggested visualizations with minor changes. And in the end, I have added three visualizations of my own. | |
| **What problems have you faced and were you able to solve them?** | |
| The only visualization that created me some problems was the last one. Visualizations before weren’t this hard and mostly required some tweaking to create a more appealing image. So for the last one, I had a few spare days to experiment, so I decided to make something more interesting. One of my initial ambitions was to create something akin to the rhythm game, and I decided to create something akin to the “Audiosurf”. I stuck with the image of 3D movement in my head and found an interesting tutorial about “2.5D” visuals. I play a lot of “old school” racing games and decided to make something similar. But this whole proved to be a lot harder for someone like me, who had no prior graphical experience. Things like perspective, skewing, the relation between vectors – I spent a lot of time trying to wrap my head around them. In the end, I understood that I wasted a lot of time just researching theory and will not finish the implementation of this game on time. So I just used the simple concept of pseudo 3d for the visualization and decided to try to work on this idea in the future. | |
| **What are you planning to do over the next few weeks?** | |
| In the last 2 weeks, I plan to test and fix some bugs, that I will be able to find. Also, I need to refactor, clean, and comment on my code, to make it more readable and understandable by others. | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| I fixed most of the bugs right away, without waiting for the bug-fixing stage, so I hope that there are not many bugs left. So, if there is no sudden incident, I hope I will complete everything as planned. | |